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• GUIDE TO NORTH AFRICA •

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Alec Towton Section M

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ACHTUNG! Cthulhu™

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Foreword from Glyn White

I'm particularly excited to be involved in this project, not simply for the prospect of writing and playing ***Call of Cthulhu*** in this period, but because my father took part in the war in North Africa from the Second Battle of El Alamein onwards (I know, it dates me). He gave up a reserved occupation and joined up in 1941, knowing that waiting for German paratroops with a shotgun as part of the Home Guard wasn't going to win the war. After basic training he took an army driving course in wartime Blackpool and was assigned to a Royal Artillery Anti-Aircraft Battery. They were shipped out to Egypt, travelling all the way around Africa. He saw a torpedo miss the boat off Dakar and climbed Table Mountain during the stop at Cape Town, before finally disembarking at Port Said. Though they arrived in time for the battle, they were neither acclimatised or equipped and were warned by officers that their unit would be surrendered if the battle was lost in order to hold up the German advance. Digging out their tent, my father and his Scottish mate hit rock after several inches and gave up well short of the regulation depth. It passed inspection, but once the enemy barrage opened up this shortcut was deeply regretted.

From this point, however, he was always travelling west with the 8th Army, pursuing the Axis in stages as far as Tunis. Strict driver rotation meant that he should have delivered shells to the gun sites as often as the next driver but he was usually kept on water cart duties, which involved driving a tanker truck east to collect water from the nearest safe well operated by sappers (Royal Engineers), often some distance behind the advance. My father's commanding officer, Captain Marsh, wanted to leave the desert in full health and held the opinion that when White collected the water, it was safer (other drivers were less keen on long, slow dusty drives in the desert and took shortcuts, using unsafe wells). Dad also had a good relationship with the cookhouse and, by bribing sappers with supplies such as sugar, he could get a full tank of water rather than the strict allowance per man for the unit. This cemented him in the water cart role.

There was danger, of course. He joined the war as a non-smoker and, in the early days, he could use his cigarette issue as currency (after all, everybody needs cigarettes!). But, during the numerous advances, he was one of a group who liberated two truckloads of Italian cigarettes. When various schemes to sell them failed, the only way to share in the profits was to smoke his share of them, gaining a nicotine habit that would contribute to his death 60+ years later.

After victory in Tunis, his unit crossed to Italy and was stationed at Bari and Barletta before being broken up and redistributed. On sage advice from the officer in charge of reassignment, he joined a non-combat fit unit and worked in the motor pool, occupying Rome, where a good night out consisted of egg and chips and the opera. These are not the exploits of a heroic soldier, nor were they ever imagined to be. My dad came out of the army with the same rank he started with, through various ups and downs; he never collected the medals he was entitled to and steered clear of services-based organisations when back in civvy street. He had seen enough of the army, and enough of the rest of the world, but nobody was ever going to be able to tell him he didn't do his bit. His war informs my contributions to this book.

ACKNOWLEDGEMENTS

I would like to thank Chris Birch and Lynne Hardy for planning the campaign of the book, Stuart Boon, Rick Payne for information on life in tanks, and the ever-helpful people at yog-sothoth.com for some useful suggestions.

Glyn White
Spring 2014

CHAPTER 1

Welcome to North Africa

"Ideas govern the world, or throw it into chaos."
- Auguste Comte

The Sikh NCO saluted sharply and conducted the group to the edge of the wadi without waiting to be asked or told. Dr. Niels-Viggo Schou was concerned to see the unit's British officer poking about in the wreckage, completely oblivious to the dangers it contained.

"We'll take over from here," he called, his voice strained. The officer gave a casual wave of his stick in acknowledgement and began to clamber his way out of the debris.

The dry river bed, carved out by rare torrential rains, was not much to look at, but it had swallowed the downed plane almost whole. Schou had been informed of the costly firefight at the airfield as d'Arezzo had attempted to make good his escape from Tripoli. Despite the Brass' fear of the operation's failure, the Junkers hadn't made it more than 100 miles beyond the Tunisian border and must have lain here, undisturbed, for weeks.

As Schou and his small team climbed down the dusty bank, the officer of the Sikh unit was virtually carried up it by a chain of his men. The officer waved his stick again in lieu of a real salute as he passed. His moustache twitched, but it was not a smile. "Nasty business, this. Rather you than me."

It was soon clear that he meant the smell. At the bottom of the wadi the stench of rot assaulted their nostrils, and Schou was grateful that he had not eaten recently. After a careful inspection of the plane's exterior, the team waded gingerly into its smashed carcass.

There was a lot of blood in the interior. A lot of blood. There were no large calibre bullet holes in the shattered fuselage from, say, a fighter attack, so what had caused such carnage? The good Doctor shook his head, glancing knowingly at his associates by way of warning.

"Ferrety" Cheetham, seemingly the least affected by the vile odour, handed him a torn section of a suitcase bearing the Count's monogram. Schou nodded his thanks and registered, almost absent-mindedly, that a man's legs were part of the wreckage not far away from where he was standing, the trousers torn away, flies queuing up to lay eggs in gaping wounds already squirming with maggots. Schou was glad the upper part of the body was not visible.

"Sir?" It was Cheetham again.

"Yes, what is it?" But he could already see: fragments of carved wood, marked with hieroglyphics and heavily pitted with small arms fire; all that remained of a sarcophagus of some sort.

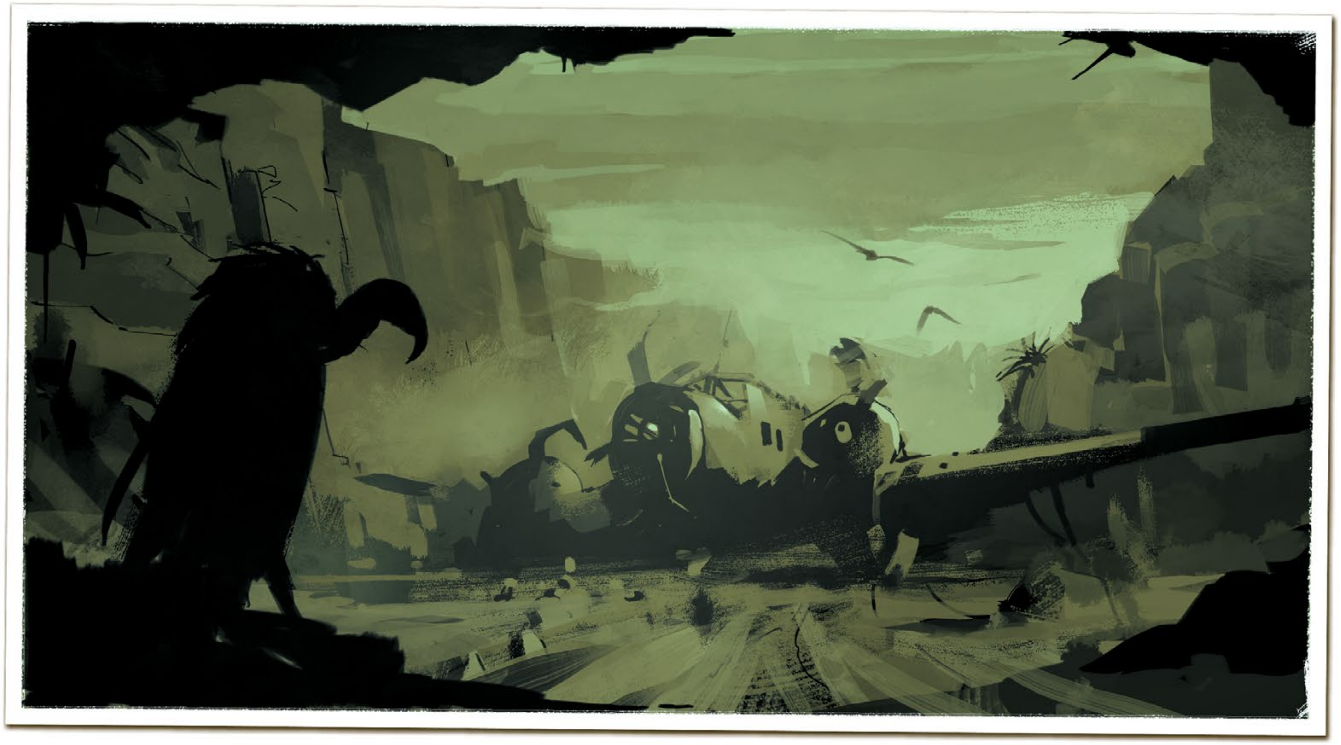
Schou rose to his full height and addressed his team. "Find the Count's notebooks, documents—anything and everything you can. That's top priority. But be careful." He turned to Cheetham and muttered under his breath, "We'll have to learn from his mistakes."

The dry river bed, carved out by rare torrential rains, had swallowed the downed plane almost whole.

WHAT IS *ACHTUNG! CTHULHU?*

Achtung! Cthulhu is a World War Two-inspired setting for Lovecraftian roleplaying, where player characters investigate the dark machinations of madmen and monsters whilst battling to defend the world they know from the all-encompassing chaos of war.

This book has been created for use with Chaosium's ***Call of Cthulhu, Sixth Edition*** roleplaying game and Pinnacle Entertainment Group's ***Savage Worlds*** system. This book, in conjunction with *Achtung! Cthulhu: the Investigator's Guide to the Secret War* and *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, contains all you need to



set games in North Africa during World War Two. Within these pages you will find a Desert War Timeline; new types of player characters, weapons, and equipment; rules for desert combat; tomes, artefacts, and weird weapons; new and expanded information on occult societies and cults in the region; plus advice on running adventures in this setting and numerous plot hooks.

The *Achtung! Cthulhu: Guide to North Africa* is split into two main sections: one designed for both the Keeper and investigators (Chapters 1-5), and one primarily designed for the Keeper that gives more information on the various Mythos-related threats likely to be encountered in this theatre of the war (Chapters 6-12).

Cth If you are playing ***Call of Cthulhu***, look for this symbol, which highlights the rules relevant to your game.

Sav If, on the other hand, you are playing ***Savage Worlds***, you need to look for this symbol instead.

CHRONOLOGY OF A DESERT WAR

The major European powers in North Africa (France, Italy, and Britain) start the war with different aims: Italy, under the fascist dictator Benito Mussolini, sees the chance for imperial expansion at the expense of a weakened British Empire & Commonwealth; the British seek to maintain control over the vital transport link that is the Suez Canal; and France (later Vichy France) just wants to keep its overseas possessions intact. The arrival of German forces, hurriedly sent in to bolster Italy's failing campaign, brings new life to the desert war, exposing the shortcomings of existing equipment and tactics which are only fully countered when American supplies, and then American troops, enter the fray.

The North African campaign represents a tumultuous fight, at the end of which the tides of war finally begin to turn against the Third *Reich*. The timeline provided here is intended to compliment those found in both the *Investigator's* and *Keeper's Guides* for ***Achtung! Cthulhu***. It concentrates on events in North Africa during the earlier years of the war (as the desert campaign is over by mid-1943), as well as introducing important events that lead up to the conflict. Some entries have been left deliberately vague so as to provide inspiration for the Keeper, thus enabling them to fit into your own individual campaigns.

1869

The Suez Canal officially opens, providing a transport link between the Mediterranean and the Red Sea.

1873

WINTER

German explorer Friedrich Gerhard Rohlfs discovers a rich fossil site in the Libyan Desert, which he names "Ammonite Hill". Several of the more "unusual" specimens are given to the expedition's sponsor, the *Khedive* Ismail Pasha, and move with him to Naples, and then Rome, when he is forced from power in 1879; their current whereabouts are unknown.

1922

FEBRUARY

Egypt is formally granted independence from the British Empire; however, the British retain rights over communications, defence, and foreign relations.

OCTOBER

Benito Mussolini (p.115), also known as *Il Duce*, leads his Fascist Party in the March on Rome and thence to power in Italy.

1927

Dr. John Ball, a noted desert explorer, publishes an article entitled "Problems of the Libyan Desert" in the *Geographical Journal*, containing details of the mythical lost city of Zerzura (p.90).

1932

The British Mandate of Mesopotamia (also known as the Kingdom of Iraq) is granted nominal independence from British rule, although the Empire retains the right to station troops in the country (although, by 1937, only two RAF bases remain).

During the winter of 1932-1933, whilst exploring the southern deserts of Libya after making the first successful east-west crossing of the Great Sand Sea, Egyptian Survey surveyor Patrick Clayton discovers an unusual mineral, which comes to be known as Libyan Desert Glass (an unusual example of which can be found on pp.132-133).

1933

OCTOBER

Hungarian nobleman Count László Almásy discovers the Cave of Swimmers in Wadi Sura (also known as the Picture Valley), Gilf Kebir, Egypt. There are several painted caves within the *wadi*, one of which shows a highly disturbing set of images; Almásy strangely makes no mention of this particular grotto in his 1934 book, *The Unknown Sahara*.

DECEMBER

A two-day air race visiting several Egyptian oases begins and ends in Cairo; it is organised by the Egyptian Aero Club. Several participants report seeing unusual activity in the desert to race officials, although none will speak publicly about exactly what they saw.

1935

OCTOBER

Italy invades Abyssinia (Ethiopia); the so-called Second Italo-Abyssinian War lasts until May the following year, during which time Italian forces make use of mustard gas to quell native troops. Together with Eritrea and Italian Somaliland, the country becomes part of Italian East Africa.

1936

The Anglo-Egyptian Treaty gives control of the Suez Canal to the British. They are obliged to remove their troops from the rest of Egypt, leaving only enough men to guard the precious waterway.

APRIL

The Arab revolt in Palestine against British rule and Jewish immigration begins with a general strike. It lasts until October of this year (1936), before resuming again in September 1937, ending only in August 1939 after much bloodshed on all sides.

1939

MAY

22nd: The Pact of Steel is signed between Germany and Italy, promising cooperation and support between the two nations.

SEPTEMBER

1st: Germany invades Poland (Plan White). **3rd**: Britain and France declare war on Germany.

Britain invokes an obscure clause in their treaty with Egypt, compelling King Farouk to support the Allies now that war has been declared, much to the annoyance of the his subjects (many of whom support the Axis due to British Imperial high-handedness in the region).

A Not Particularly English Patient

László Ede Almásy de Zsadány et Törökszentmiklós (1895-1951). Born into a Hungarian noble family in what was then the Austro-Hungarian Empire, Almásy is educated in England before serving as both a Hussar and a pilot during World War One. After various adventures (including as a racing driver for the Austrian car manufacturer, Steyr), Almásy finds employment as a desert explorer and cartographer. Although he calls himself "Count", his branch of the family has no actual claim to that title. Suspected to be a spy by both the British and Italians, he returns to Hungary at the outbreak of war, where he is recruited by the *Abwehr* and returns to Libya. He is instrumental in implementing Operation Salam (p.135). Once the war in Africa is over, his usefulness ceases and he returns once more to Hungary.

1940

British codebreakers set up an outpost in the Flora and Fauna Museum, Heliopolis, Cairo, to handle Ultra Intelligence (*The Keeper's Guide*, p.10); it maintains a special signals link to Bletchley Park.

JUNE

10th: Italy declares war on Britain and France.

The Italian Air Force (*Regio Aeronautica*) carries out air raids over Port Sudan, Aden, and Malta; the RAF raids Eritrea. Marshal Italo Balbo, the Libyan Governor, is shot down by friendly fire in the skies over Tobruk; he is replaced by Marshal Rodolfo Graziani (p.115), who also acts as Commander in Chief (C-in-C) of the Italian forces in North Africa.

Lt. Dudley Clarke begins work on the entirely fictitious Special Air Service.

JULY

Italian troops invade Sudan (p.17). The British Royal Navy attacks the French fleet at Mers-el-Kébir, Algeria, and at other locations, to prevent it from falling into German hands (Operation Catapult). Marshal Philippe Pétain cancels diplomatic relations with Britain as a result. The Folboat Troop is formed, named after the folding canoes they use for operations; it will later be known as the Special Boat Section (SBS; pp.38-39). The Italian Air Force bombs the port and refinery facilities at Haifa, Palestine; the raids continue across Palestine until June 1941.

AUGUST

4th: War begins in East Africa as Italian forces attack British Somaliland, seizing it in an almost bloodless offensive (p.17); British Prime Minister, Winston Churchill, is furious.

Force M sets sail from Scapa Flow heading to Dakar, French West Africa, to support a proposed Free French offensive. The following month, General Charles de Gaulle's appeals to the French colony at Dakar to rise against Vichy are ignored and, after an ineffectual attack against Dakar's coastal battery, Force M withdraws to British Sierra Leone.

SEPTEMBER

Italy invades Egypt, capturing Sidi Barrani; the coastal settlement marks the extent of the Italian advance into the ancient kingdom of the Pharaohs. So confident are the Italians that their victory in Africa is secured that the Ministry of War office in Rome reverts to its pre-war closing time of 2pm.

27th: the Tripartite Act is signed between Germany, Italy, and Japan.

OCTOBER

Concerned by Mussolini's lack of progress in North Africa, Hitler offers him German assistance; it is refused. De Gaulle reviews Free French troops in equatorial Africa.

NOVEMBER

The Italian fleet is badly damaged during an RAF bombing raid on Taranto. The RAF also attacks targets in Libya, while the Italian Air Force continues its raids on Alexandria.

DECEMBER

9th: Britain launches her North African campaign with the First Western Desert Offensive (Operation Compass). Despite being outnumbered, British and Indian troops under General Sir Archibald Wavell (p.113) break through the Italian lines at Sidi Barrani in what becomes known as the Battle of the Camps; by the end of December, there are few active Italian soldiers left on Egyptian soil.

1941

JANUARY

Lt. Col. Dudley Clarke (p.19) begins work on the entirely fictitious Special Air Service (SAS) as part of his disinformation campaign, Operation Abeam. The Allies attack Tobruk, Libya, capturing it on 22nd when the Italian garrison surrenders. The British begin attacks against Italian forces in Eritrea from their bases in Sudan, and General Sir Alan Cunningham starts his advance into British Somaliland from Kenya. January also sees one of the first tank battles of the North African campaign, near Mechili, Cyrenaica (Libya). Derna, Cyrenaica (p.13) is occupied by British & Commonwealth forces after the Italians abandon it. Mussolini finally accepts German help in North Africa.

FEBRUARY

Italian troops abandon Benghazi, leaving Cyrenaica in British hands. Approximately 25,000 Italian soldiers are taken prisoner after the Battle of Beda Fomm. Rommel takes command of the *Afrika Korps*. British & Commonwealth forces reach El Agheila on the border of Cyrenaica and Tripolitania

The Desert Rats

Starting life in 1938 as the Mobile Division (Egypt), it is around January/February 1941 that the newly renamed 7th Armoured Division gains its more famous moniker: the Desert Rats. The name comes from the insignia designed for the unit by the then commander's wife after a visit to the Cairo Zoo, which shows the jerboa, or desert rat. Later on the nickname is applied to almost anyone fighting in the Allied desert campaign, and in particular those Australian troops who serve at Tobruk.

before the majority are ordered to retreat back to Cairo in preparation for redeployment to Greece in March. Graziani resigns as C-in-C of Italian forces in North Africa; a few days later, Rommel arrives in Tripoli, closely followed by the first members of the *Afrika Korps*; they encounter British forces by the end of the month. East and West African troops capture Mogadishu, Italian Somaliland. Free French Forces land in Eritrea; they are also involved in a skirmish in March in Kufra, Cyrenaica (pp.13-14). Gen. Cunningham's troops march into Abyssinia.

SPRING

Analysts at Bletchley Park break the Italian naval cipher.

MARCH

British troops from Aden land at Berbera, British Somaliland (p.17) and fight through to Abyssinia, where they link up with Gen. Cunningham's men. By the end of the month, the Italian Army has been driven back to Addis Ababa. British & Commonwealth forces also break Italy's control of Eritrea when they capture the "formidable fortress" of Keren.

General Italo Gariboldi becomes the Governor of Libya and the C-in-C of Italian forces in North Africa. Rommel retakes El Agheila as he begins his first counteroffensive in the Desert Campaign.

APRIL

The British evacuate Benghazi as Rommel mounts a three-pronged attack into Cyrenaica. Australian troops start to withdraw from Derna, which is subsequently recaptured by the Axis (as is Bardia). The Australians retreat to Tobruk and soon find themselves surrounded and under attack, while the rest of the British & Commonwealth troops fall back into Egypt. Rommel's attempts to capture Mersa Metruh are countermanded by Berlin, and he is ordered to take Tobruk, having already been driven off once before by its stalwart defenders; after a further withdrawal, at their third attempt the Axis forces not only hold their ground but manage to advance. British attempts to relieve Tobruk using the Commandos fail. German troops attack Halfaya (Hellfire) Pass on the approach to Egypt, and push the British back beyond the Buq Buq-Sofafi line.

British & Commonwealth forces occupy Addis Ababa, and the last Italian stronghold in Eritrea (Massawa) is captured.

MAY

Operation Brevity, an attempt to recapture the Hellfire Pass, Sollum, and Fort Capuzzo is initially successful, although the British are soon forced to retreat when Rommel is ordered to leave Tobruk to the Italians and join the fight at Sollum.

The Anglo-Iraqi War: having seized power in the Golden Square coup (p.28) the month before, pro-Axis, former Iraqi Prime Minister Rashid Ali is forced from power by a mixed Iraqi and British & Commonwealth force, despite German and Italian support; much of the action is centred around the RAF base at Habbaniyah.

Emperor Haile Selassi returns to Addis Ababa on the fifth anniversary of its Italian occupation. Italian forces surrender at Amba Alagi, Abyssinia.

A Lacklustre Performance

Concerned by what he views as an imminent attack on Greece by German forces in support of Italy's failing Balkan campaign, Churchill orders Wavell to halt his desert advance, cross the Mediterranean, and redeploy his troops on Hellenic soil as part of Operation Lustre. The Greek campaign (April, 1941) proves to be a military disaster for the British, who lose huge numbers of troops and equipment in the process, severely hampering their activities in North Africa.

JUNE

David Stirling receives permission to form the first real detachment of the SAS (p.37-38). The Vichy regime grants permission for the Axis to use the port of Bizerta in Tunisia, but not for the movement of troops or munitions. The codes used by the Italian C38m cipher machine are broken; coupled with Ultra decrypts, this allows the RAF and the British Royal Navy to specifically target supply ships destined for North Africa, so much so that it is estimated that only fifty percent of Rommel's requested supplies actually reach their destination (although the British go to great lengths to protect their Ultra sources, staging mock fly-bys of vessels they already know the location of before sending in the Navy).

British and Free French Forces enter Syria and the Lebanon, attacking Vichy-loyal garrisons. The British occupy Tyre, and there is heavy fighting around Damascus before it is taken by the Free French.

Operation Battleaxe commences, with a view to clearing Axis troops from Cyrenaica and relieving Tobruk; its failure leaves the British without much of its armour and seals Gen. Wavell's fate in North Africa—he is quickly replaced by General Sir Claude Auchinleck (p.113).

SUMMER

A Tunisian spy ring, acting under the cover of the *Société d'Êtude et des Pécheries* and led by French lawyer André Maunier, is closed down by the Germans having successfully operated in the region on behalf of the Secret Intelligence Service (SIS, better known as MI6) for the last six months. An Italian bombing raid against Alexandria reveals an ancient subterranean temple dedicated to the ancient crocodile god, Sebek (p.86).

JULY

Syria and the Lebanon come under Allied control after the British enter Beirut and an armistice is agreed.

AUGUST

British and Soviet troops enter Iran, and force the Iranian government to accept Allied "protection"; the British occupy the Abadan oilfields. A new Iranian government is formed which requests an armistice with the Allies, permitting Soviet and British troops to remain in the country at strategic locations, excluding Tehran.

SEPTEMBER

The British 8th Army is formed from desert veterans and green troops from a host of Commonwealth nations (New Zealand, Australia, India, and South Africa), as well as Polish and Free French soldiers. The Allies occupy Tehran, forcing the Shah to abdicate in favour of his son, Mohammed Reza Shah Pahlavi.

NOVEMBER

British Commandos raid German Headquarters in Libya while Rommel is away at a birthday party. The Second Western Desert Offensive begins with Operation Crusader, the liberation of Tobruk, which is achieved the following month. General Maxime Weygand is dismissed as Delegate General of Vichy North Africa after persistent non-compliance with the Germans.

Italian troops are finally dislodged from Abyssinia, signalling the end of Italian East Africa and Mussolini's dreams of a new African Empire.

DECEMBER

Three Italian midget submarines ("pigs") attack British ships in the harbour at Alexandria. The Axis continues its withdrawal via Derna to El Agheila. The British 8th Army takes Benghazi.

1942

JANUARY

Rommel launches an assault on the 8th Army; his counteroffensive as a whole lasts until July. Elsewhere, the Axis garrisons at Sollum and Halfaya surrender, bringing the first phase of British activity in Libya to a close. Benghazi is evacuated again towards the end of the month and retaken by the Axis. Britain and the USSR sign a treaty with Iran, securing Iranian neutrality and the supply route for British and American aid to the Soviet Union that becomes known as the Persian Corridor.

FEBRUARY

Rommel halts his advance near Gazala in order to prevent overextending his supply lines. His attempts to acquire reinforcements from Berlin fall on deaf ears, as Hitler is now fully committed to war on the Eastern Front (see

Achtung! Cthulhu: the Guide to the Eastern Front for more details). British troops are deployed in Cairo to put-down a pro-German uprising.

MAY

The Third German Counteroffensive begins in the Western Desert; a mixed Allied force of British, Indian, Australian, South African, and Free French troops face off against the Germans and Italians. General Ludwig Crüwell's feint at Gazala draws the unsuspecting Allies in, leaving them unprepared for Rommel's real attack from the south; Crüwell is captured by the British a few days later after his plane mistakenly lands amongst Allied troops during an inspection flight. Rommel's forces become trapped in "The Cauldron" (a pocket in the centre of the British line with Tobruk to the north, Bir Hakeim to the south, and British minefields to the west).

JUNE

The Axis finally captures Tobruk (p.14) and enters Egypt, having managed to open a new supply line route for the *Afrika Korps*. British and South African forces in the city surrender to Rommel, whose victory secures him a promotion to Field Marshall. After heavy fighting at Mersa Metruh, the Allies are forced to yield and withdraw to El Alamein.

JULY

The First Battle of El Alamein becomes a stalemate, due to the failure of German attempts to break through the British line. Italian troops in North Africa suffer heavy losses at the hands of Kiwi soldiers, and Rommel's troops are stretched to breaking point. The Desert Fox also loses one of his best (though unwitting) intelligence sources when Bonner Fellers is recalled to Washington (p.28)

AUGUST

Churchill, alarmed by Auchinleck's report on the British position, flies into Cairo. Lieutenant General Sir Bernard Montgomery (p.113) is appointed Chief of the 8th Army after its previous commander, Lieutenant General William Gott, is killed in a plane crash, while General Harold Alexander (p.112) replaces Auchinleck as C-in-C of Middle East Command. Roosevelt and Churchill agree that General Dwight D. Eisenhower should be in charge of Operation Torch. American medium bombers attack Axis positions at El Alamein for the first time; the Desert Air Force is now dominant over the *Luftwaffe* in the skies over Africa. Rommel launches a fresh attack on the El Alamein front (the Battle of Alam Halfa).

OCTOBER

Operation Lightfoot: the beginning of the Second Battle of El Alamein. Rommel plans the German defence before being returned to Germany on sick-leave; he is fooled by fake ammunition dumps, pipelines, and dummy vehicles into splitting his forces, and difficulties in obtaining supplies further weaken the Axis counter-operations. Rommel's replacement, General Georg Stumme, dies of a heart attack when his armoured car is hit by a shell, and the Desert Fox is forced to return in order to mount a counterattack.

NOVEMBER

Operation Supercharge (El Alamein): the second offensive of the Second Battle of El Alamein. Rommel receives orders from Hitler to hold his position no matter the cost, which he largely ignores, unwilling to needlessly sacrifice his men in such a way. Axis forces are driven out of Egypt. Churchill orders the church bells in Britain, silenced since June 1940, to be rung in honour of the victory at El Alamein. Subsequently, Tobruk and Benghazi are recaptured, forcing the Axis back into Tunisia to take up positions along what becomes known as the "African Maginot Line" at Mareth (p.15).

Operation Torch, the US-led invasion of Vichy Northwest Africa, begins, with Free French soldiers fighting their Vichy-supporting countrymen; it is the first large-scale combined US/British operation against the Germans. General George Patton lands troops at Casablanca, whilst others land at Oran and Algiers. Despite Marshal Pétain's apparent anger at the United States' involvement in Operation Torch (which leads him to break off diplomatic relations with America), the Vichy leader secretly sends a telegram to the High Commissioner in Algiers, Admiral François Darlan, giving him permission to negotiate with the Allies. As a result of a ceasefire brokered by Eisenhower, French troops begin to swap sides. German troops march into unoccupied France in response to the Vichy regime's subsequent surrender (Operation Anton); the French fleet is scuttled.

An Officer and...?

In September 1941, "Dick Jones", an Egyptian Jew, is sent into Tunisia by the SIS to set up a spy ring; unfortunately he is captured almost immediately, having achieved nothing. He is released by his captors late in 1942 with the onset of Operation Torch, and promptly sets up an intelligence network using other freed prisoners. He is captured in February, 1943, but instead of being sent to a concentration camp or executed, he manages to convince his gaolers that he is a British officer and is sent to Colditz Castle instead.

Other intelligence provided for Operation Torch comes from a spy network set up by Mieczyslaw Zygfryd Slowikowski, a Polish intelligence officer masquerading as the owner of a breakfast cereal factory. His network, known as "Station Africa", has branches in Algiers, Casablanca, Dakar, Oran, and Tunis.

DECEMBER

Allied troops continue their Tunisian offensive, although torrential rains hold up operations for three days; the storms are the latest in a series of extreme weather events in the desert. Admiral Darlan, appointed French Governor in Africa by the Allies in November, is assassinated in Algiers. His assassin, Ferdinand Bonnier de la Chapelle, is a member of a group hoping to return the French monarchy to the throne; he is also an SOE agent in training, although there is no evidence to suggest that the Allies ordered the killing. German reinforcements, under General Jürgen von Arnim, continue to arrive in Tunisia from Italy.

1943

JANUARY

Allied troops under Montgomery enter Libya and Tunisia. The Symbol conference takes place in Casablanca, Morocco between Churchill, Roosevelt, de Gaulle, and Soviet officials to discuss opening up the Western Front.

FEBRUARY

The Battle of the Kasserine Pass takes place in the Atlas Mountains, Tunisia. Rommel's North African command officially comes to an end; he leaves the country in March, never to return.

APRIL

The Allies begin a three-pronged attack in Tunisia: the British head for Tunis, the Americans for Bizerta, and the French for Pont du Fahs.

MAY

The war in North Africa ends with the fall of Tunis (Operation Vulcan). Fuel shortages cripple the Axis forces, and play a significant part in their eventual defeat. General Charles de Gaulle arrives in Algiers for talks with the Supreme Commander of the French troops, General Henri Giraud (p.113).

JUNE

The *Comité français de Libération nationale* (CFLN), the forerunner of the Provisional Government of the French Republic, is formed in Algiers under the joint leadership of de Gaulle and Giraud.

All Over Bar the Shouting?

Unlike many of the other theatres of the conflict, the war in Africa is over by the middle of 1943. This does not mean that the region cannot still be the scene of clandestine and occult occurrences beyond the Axis surrender in Tunisia, but the main military focus switches away from the area to concentrate on fighting in the Pacific, the Mediterranean, and the Western and Eastern Fronts.

JULY

Mussolini is toppled from power.

SEPTEMBER

Italy surrenders to the Allies, leading to Plan Black, the German invasion of the Italian mainland.

OCTOBER

Italy declares war on Germany.

NOVEMBER

Roosevelt, Churchill, and Chiang Kai-shek, Chinese President and leader of the Kuomintang (KMT) Nationalist Party, meet in Cairo, Egypt, to discuss the war in China. The meeting of Churchill, Roosevelt, and Stalin in Tehran, Iran, codenamed Eureka, takes place to discuss pushing ahead with opening up the Western Front as a theatre of war.

1944

MARCH

Aleister Crowley publishes his version of the *Book of Thoth*.

1945

FEBRUARY

Egypt finally officially enters the war against the Axis.

It is good to see my country start to reclaim its pride, but there is still much to do.

A Dubois

CHAPTER 2

A Sea of Sand and Stone

"What makes the desert beautiful is that somewhere it hides a well."
- Antoine de Saint-Exupery

The various African campaigns range over thousands of miles and take in many countries. This gazetteer is split into several sections, with the aim of giving a brief history and overview of the areas involved. The first section deals with key countries in North Africa, including details of towns and oases. The second section covers locations in East Africa, while the third section gives details of British Military HQ, Cairo.

NORTH AFRICA

This section starts with Egypt and heads west region by region. The back and forth nature of the North African campaign, especially in Egypt and Cyrenaica (eastern Libya), means that several locations change hands numerous times. Also covered are several southern desert locations which do not see large scale troop actions.

Although there are links to the heavily populated coastal towns and great cities of Egypt, the ancient oasis settlements of the North African deserts are, by necessity, largely self-sufficient. During the war, however, their strategic value for air transport, or as hidden routes to the enemy rear, has brought them within the sphere of the conflict.

Egypt

Built upon the fertility of the Nile Valley, Egyptian culture dates back over 5000 years. The arcane and magnificent civilisation of Egypt under the Pharaohs was eventually conquered by Alexander the Great, but the combined Greek and Egyptian influences under the Ptolemaic dynasties that followed led the (Western) world in science and philosophy. Under Islamic rule, Egypt rose again, taking a lead in shaping Arabic culture. In the 19th Century, its *Khedives* were virtually independent of their distant Ottoman rulers and sought influence and power in East Africa that ran counter to the interests of European colonial powers. Britain, in particular, was concerned over access to the Suez Canal (completed in 1869) and Egypt was invaded and occupied in 1882, becoming a British Protectorate. Protests in 1919 at hardships caused by the demands of the Great War gain Egypt supposed independence from Britain in 1922 with the removal of Protectorate status, but in the 1940s an absence of British troops still seems a long way off. In religious terms, Egypt is predominantly Islamic, but there are also Coptic Christians and a significant Jewish minority. By far the majority of the population speak only Arabic.

ALEXANDRIA

Named for Alexander the Great (and previously known as Rhacotis), Alexandria is one of the largest pre-industrial cities in the world, and the largest in the Egyptian Empire until the rise of Cairo. The Pharos lighthouse here was one of the Seven Wonders of the World, destroyed by an earthquake as late as the 14th Century. The Library at Alexandria was the most famous in the ancient world, and the city's intellectual centre; rumours persist that it remains safely hidden beneath Alexandria's streets, a treasure trove of exotic and forbidden knowledge.

The city has long been split into four quarters (the Official, the Jewish, the Egyptian, and the Greek) and it is still a thriving and important port. There are many Coptic Christians here and as many as 50,000 Jewish citizens. It is a base of British operations for a considerable part of the war, offering a safe harbour, landing field, and supply point, although it is seriously threatened when Erwin Rommel

pushes as far east as El Alamein in 1942. It is heavily bombed throughout the campaign.

CAIRO

Located at the head of the Nile Delta, Cairo is the largest city in both the Arab world and Africa at this point in history. It is ancient, but was established in its present form as a capital by the Fatimid dynasty in 968AD. The city has had a university, Al Azhar, since 975AD. Cairo is famous for its citadel, its minareted skyline, and its proximity to both the Great Pyramids (the only surviving Wonder of the Ancient World) and the Sphinx at Giza, to the west of the river. Cairo is a cosmopolitan city, much modernised in the 19th Century.

There is a European quarter around Ezbekiah Gardens, featuring the better hotels (many requisitioned for ranking officers), Shepheard's being the most prestigious (p.22). To the east is the crowded, beggar-filled Old City, and to the south is the City of the Dead. Most Government buildings are along the east bank of the Nile. The domed Egyptian Museum, a treasure house of ancient relics, is near the Great Nile Bridge. The barracks for British troops are at the edge of the city (see p.18 onwards for further details).

Cairo is never bombed during the war (except for the outskirts in Maadi) due to British threats to bomb Rome in retaliation.

EL ALAMEIN

A minor settlement near the north coast (whose name means "Two Flags"), El Alamein is only 65 miles (105km) from Alexandria and the scene of two key battles between Rommel's *Afrika Korps* and the 8th Army. The Second Battle of El Alamein (23rd October-10th November, 1942) takes place after serious reorganisation of British command during which Bernard Montgomery (Monty) is installed as Commander in Chief, and considerable reinforcement of troops and equipment. Previously badly organised and commanded, and suffering from poor morale, the British & Commonwealth troops are revived by Monty's arrival, despite many fellow officers believing him to be a touch old-fashioned.

FAIYUM

The Faiyum oases are about 50 miles (80km) southwest of Cairo and 140ft (43m) below sea level. This area was used by the Pharaohs of the 12th Dynasty as a reservoir for when the Nile was low, and it has long been a region of grain production. Lake Moeris, which once lay beyond the oases, was a centre for the worship of the crocodile-god Sebek and the central town, Shedet, was called Crocodilopolis by the Greeks. Many crocodiles, often with their young, have been found mummified in the region. Faiyum's necropolis is famous for its human mummies with painted faces, and there is ongoing grave robbery in the area.

MERSA MATRUH

Originally known as Amunia, this ancient seaport is where the British draw their first defensive line on the north coast of Egypt, largely because it can be supplied by rail from Alexandria. The town also acts as a base from which they strike out at Italian invaders at Sidi Barrani, and from which they mount the attack that captures virtually half of Libya. British and Empire forces are pushed back this far by Rommel in 1942, when their defences are finally tested and found wanting. On June 26-27th, 1942, it is the scene of a major battle in which Rommel's forces smash through at a high cost to the Indian and New Zealand regiments stationed there. As a result, the 8th Army is forced into a disorganised retreat to El Alamein.

SIWA

Siwa is a series of oases and small lakes surrounded by ancient olive trees and date palms, positioned with the vast Calanscio Sand Sea to its west and the almost impassable marshes of the Qattara Depression to its east. It is more than 50ft (15m) below sea level. The people here are Berber speaking, and the buildings are made of mud brick; these include a temple, a fortress, and a necropolis. Siwa was first known of in the 7th Century BC. Alexander the Great visited the oracle here (present until Roman times) after conquering Egypt. The Romans themselves used it as a place of banishment.

Siwa officially becomes part of Egypt only in 1819. In the 1940s, links to the outside world are still essentially camel tracks, but vehicles properly modified for desert travel can reach it. Siwa is, at times, a base for the troops of the Long Range Desert Group (LRDG; pp.35-36), but is also visited by long range units of the *Afrika Korps* at least three times during the back and forth of the desert conflict.

SOLLUM

The westernmost Egyptian settlement on the coast, opposite Bardia in Libya, Sollum is captured by Rommel's troops in April, 1941. It is the scene of heavy fighting during Operations Battleaxe (June 1941) and Crusader (November 1941) but is not given up by Axis forces until 12th January, 1942, long after most Axis units have been pushed out of Egypt.

Libya

The Phoenicians, Carthaginians, Ancient Greeks, Persians, Ptolemaic Egyptians, Romans, and Byzantines all influenced Libyan culture over time. It became Arabic in the 7th Century, but political unity was harder to establish and, while under nominal Ottoman control, it offered port bases to Barbary pirates until the early 19th Century.

Italy seizes the territory from ailing Turkey in 1911 in the lead up to World War One. Various improvements to the country's infrastructure are made, including the building of airbases (which allow Italian aeroplanes to reach their

East African territories and targets) and roads stretching all the way to the Egyptian border in 1937-1938. When Italy declares war on Britain in 1940, it invades Egypt from Libya.

Administratively, Libya is split into three sections: the eastern part, Cyrenaica, where most of the fighting takes place; the western part, Tripolitania, which only sees combat in the latter stages of the desert campaign; and Fezzan in the southwest.

BARDIA, CYRENAICA

An Italian supply depot near to the Egyptian border, from which the Italian invasion of Egypt begins. Shelled by the British Royal Navy in 1940 and captured on 5th January, 1941, it is retaken (along with the rest of Cyrenaica) in Rommel's 1941 counteroffensive. When Operation Crusader pushes Rommel back later that same year, the troops stationed there are abandoned, and manage to hold out until 2nd January, 1942.

BENGHAZI, CYRENAICA

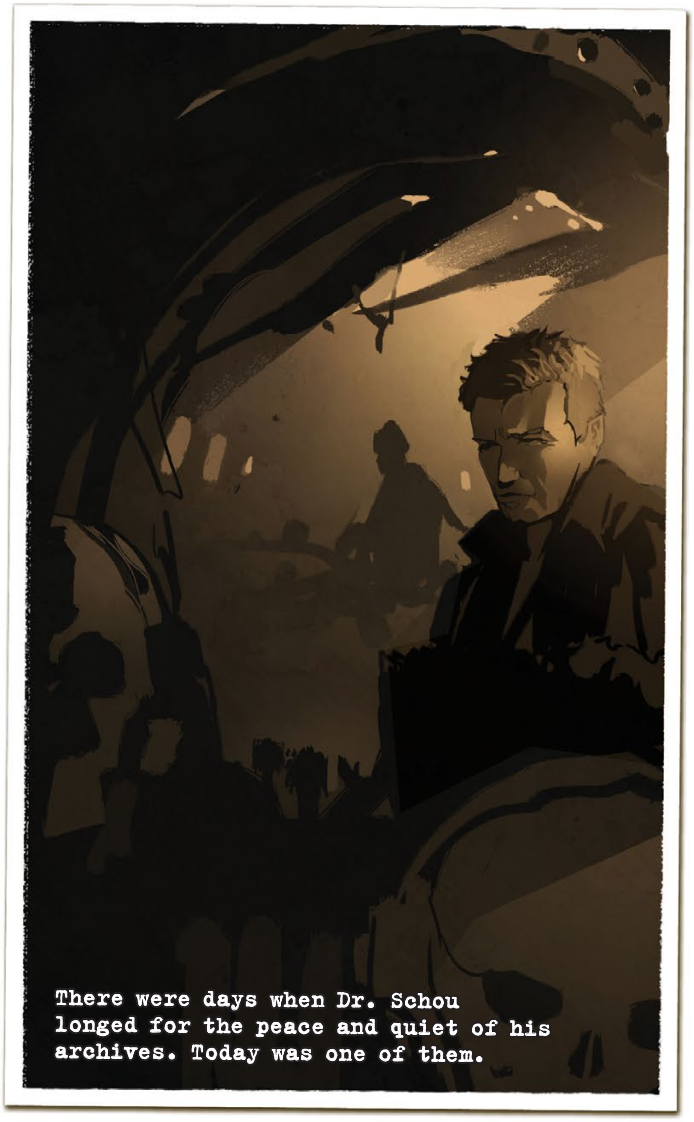
Located on the coastal marsh of Ibn Ghazi, the city (previously known as Eusperides and Berenice) grew and prospered as the marshes dried out. Benghazi became a Turkish conquest in 1578 and was Ottoman until the Italian invasion of 1911. By 1939, the population is 35% Italian, and a rail line to Tripoli is established in 1940. It is seized by the Allies on 6th February, 1941, and the fleeing Italian forces are captured when the road south is cut off by British tanks at Beda Fomm the next day (7th). Benghazi's port, being in range of Axis bombers from Tripolitania, is not brought into use. Benghazi is evacuated by the British on 4th April, 1941, and is subsequently heavily used as a supply port by Rommel. It is regained by the Allies on 24th December, lost again in a panicked withdrawal on 29th January, 1942, and finally recaptured on 20th November.

DERNA, CYRENAICA

A coastal town at the eastern end of the fertile Jebel Akhdar (Green Mountains), Derna is captured by the American General Eaton in the first Barbary War in 1805. The last surviving British armoured unit retreating under Rommel's counteroffensive is destroyed here on the night of April 6th, 1941. It continues to be important during the war because of the opportunities it affords for air transport.

EL AGHEILA, CYRENAICA

Located on the Gulf of Sidra, this coastal city is the point that British forces reach in their first invasion of Libya, having captured the whole of Cyrenaica from the Italians. The extremely flat territory is ideal for tank warfare. The British position here is attacked by Rommel on 31st March, 1941, and when the defence quickly folds, the attack continues as far east as Tobruk. In late 1941, Rommel retreats to El Agheila to regroup when pushed back by Operation Crusader, but not for long. Finding little organised resistance, Rommel pushes forward again, quashing every attempt at resistance until being held at Gazala. El Agheila is finally taken by the 8th Army under Montgomery on 17th December, 1942.



GAZALA, CYRENAICA

A small village close to the coast, located not quite half way between Tobruk and Derna, Gazala marks the defensive "line" taken up by Rommel's troops after the relief of Tobruk, and the scene of a battle on 13-15th December, 1941, after which the weakened Axis units withdraw, narrowly avoiding an attack by British armour. It is also the line where the British dig in to halt Rommel's January 1942 offensive; they are finally dislodged by a flanking attack by the *Afrika Korps*, begun on 26th May, 1942, and ending, after much heavy fighting, on 14th June.

KUFRA, CYRENAICA

A high point with several deep depressions and oases nearby, Kufra was originally settled by the clannish Toubou people from the distant Tibesti Mountains and later colonised by

The Promised Ones

Founded in Mecca in 1837 to reverse a perceived weakening in Islamic faith and practices amongst their brethren, the Senussi are both a tribe and a political faction who claim direct descent from the prophet, Muhammed. They fight against French expansion in the Sahara at the beginning of the 20th Century, and against Italy during its conquest of Libya in 1911. Despite taking up arms against the British in World War One, the tribe provides much needed support to the 8th Army during the Desert Campaign.

Arabic-speaking Berbers, remaining unknown to Europeans until 1873-4. In 1895 it became home to the Senussi movement among the Bedouin and, therefore, inaccessible to non-Muslims (though European captives are held here during World War One).

Kufra is conquered by the Italians in 1931, driving much of the population to flee into the inhospitable desert towards Uweinat. After its capture, an airfield is established that becomes a waypoint on Italian flights to their East African colonies. In 1941, a small-scale battle is fought here between the Italian occupiers, elements of the LRDG, and Free French forces under Colonel Leclerc (p.114) making their way from Chad into North Africa. The Italians hold the El Tag fortress at Kufra and, with air support and a mobile unit of trucks with 20mm machineguns, wreck the LRDG patrol, capturing or scattering its men. The French, however, drive them off despite losses, using their one artillery piece to great effect against the fort, bringing about its surrender on 28th February, 1941, after a fortnight's siege. Having surrendered, the Italians are allowed to withdraw to the northwest.

TOBRUK, CYRENAICA

This is a key location during the war, 290 miles (467km) from Benghazi to the west and 93 miles (150km) from Egypt to the east. Tobruk is a substantial port surrounded by desert and protected by escarpments on its southern sides. It is further fortified by the Italians in 1940. Tobruk is taken by Empire (mainly Australian) forces from the Italians on January 22nd, 1941. Beginning on 10th April, 1941, it is besieged by Axis forces. The occupying troops, largely Australian regiments (but also British, Polish, and Czech), hold out until relief finally arrives on 10th December (a total of 240 days). Questions are asked in the Australian Parliament of the seemingly disproportionate rigours their troops are forced to undergo during the campaign, and, although some men are extracted by sea, other attempts to do so fail.

The fact that Tobruk can be supplied by sea (though not without interference from *Luftwaffe* and U-boats) is extremely important as both a reason to hold it and as to how its defenders survive. Later, however, Tobruk is unexpectedly taken by a single successful thrust by the Axis after only one week's encirclement on June 21, 1942. The South African Second Infantry Division and units of the Coldstream Guards, Highlanders, Gurkhas, Tanks, Artillery, and Engineers (amounting to about 35000 soldiers in all) are captured, though a few do not go along with the surrender and escape back to Allied lines. An attempt to retake Tobruk by sea in September, 1942 (Operation Agreement) is a disaster. In the Allied advance following El Alamein, it is finally retaken on 11th November, 1942.

TRIPOLI, TRIPOLITANIA

The largest and westernmost city in Libya was originally, as its name indicates, three separate towns. Founded by Phoenicians in the 7th Century BC, it became Greek, Carthaginian, Roman, and finally Egyptian. Taken by the Spanish in 1510 and given to the Knights of St. John to protect from Barbary pirates, it came under Turkish rule in 1551. Barbary piracy in the area brought American naval action against it in 1801. The Italians construct an airbase here in 1923, and it is their main North African base during the war. It falls to the Allies on 23rd January, 1943 as Rommel rapidly retreats from Italian territory towards Tunisia.

UWEINAT, CYRENAICA

In the shadow of Jebel Uweinat (an isolated peak now on the Libya/Egypt/Sudan border) lies the spring of Unweinat. It is known to the west from 1923 and visited by explorers of the period, including Ralph Bagnold (founder of the LRDG; p.35), and the Hungarian Count László Almásy. The mountain sandstone is marked with petroglyphs from prehistoric times (discovered by the Egyptian explorer Ahmed Pasha Hassanein) showing the abundant life once present here, including humans, lions, and giraffes.

Tunisia

Home to its indigenous Berber tribes, this relatively small country, mountainous in the north and desert in the south, has much common history with its neighbours yet remains culturally distinct, being both the location and centre of the Carthaginian Empire that rivalled Rome in its early days. Hannibal was the Carthaginians' famous leader, taking the Punic Wars to Roman territory, but Carthage was finally destroyed in 149BC. Conquered by the Vandals as Rome declined, it was then reacquired by the Byzantines (the Eastern scions of Rome) in the mid-6th Century.

Since the mid-7th Century Arab conquest it has been Muslim, though it was briefly taken by Normans from Sicily in the 12th Century. Invasions by Spain in the 16th Century temporarily delayed Turkish Ottoman rule, during which time Barbary pirates made Tunisian ports their bases. Declaring itself bankrupt in 1869, Tunisia looked for outside help, but

was instead invaded by the French and made a Protectorate in 1881. French and Italian colonists (in roughly equal numbers) poured in once the territory was under European rule.

As a Vichy territory, but particularly as a result of the efforts of anti-German figures in its administration (such as General Weygand), Tunisia is a forbidden country to the military forces of both the Axis and the Allies (with one notable exception; see p.80); after Operation Torch, this is no longer the case. Since Tunisia had not been invaded by the Allies, it is rapidly occupied by German forces from 9th November, 1942. Rommel's lines of supply via Italy are considerably shortened through access to Tunisian ports. Vichy military units in Tunisia have difficult choices to make; the majority of the garrison go west to become Free French fighters, while at Bizerta, naval personnel surrender three torpedo boats and nine submarines to the Axis.

Tunisia is a forbidden country to the military forces of both sides.

MARETH

Close to the small town whose name it bears, the Mareth Line is originally set up as a defensive line inside the Tunisian border (between the towns of Gabès and Medenine) to prevent German and Italian invasion, after Operation Torch it is used by the Axis to halt the advance of the 8th Army. Rommel attacks from it thinking he can do real damage, but the attack fails to put his newly confident pursuers to flight. On 26th March, 1942, Axis positions are outflanked by New Zealand troops and they withdraw 60 miles (97km) north to Wadi Akrit. After an Allied night advance on Wadi Akrit, the Axis pulls back a further 140 miles (225km) north, past Sfax to a highly defensible mountain position at Enfidaville.

TUNIS

Near to the remains of ancient Carthage, this city was originally founded by Berbers and Numidians. Captured by the Crusaders in 1270, it became an Ottoman outpost in 1534. It was subsequently the home of Barbary pirates and subjected to punitive Spanish attacks. From 1827, French influence grew until it was occupied by the French in 1881, becoming a major colonial city. It is occupied by Axis troops from November, 1942 until May, 1943, when roughly 250,000 Axis troops are caught between the twin Allied advances from east and west and are forced to surrender.

Algeria

The history of Algeria begins with the Berbers but is also influenced by the Phoenicians and (particularly) the Carthaginians in the coastal regions. Berber troops formed the strength of the Carthaginian armies in conflicts with Rome. Following the destruction of Carthage, Berber territory was annexed by Rome in 24AD, the northern portion being known as Numidia. The coast was controlled by the Vandals in the 5th Century, Byzantium in the 6th, and was conquered by Arabic Muslims in the mid-7th Century. Muslim Berber dynasties then dominated the country for several centuries.

In the early 16th Century, Spain fortified ports on the coast, but the territory fell piecemeal into loose Ottoman control during the remainder of the century. Algerian ports were havens for the Barbary pirates, who operated until the early 19th Century raiding non-Muslim shipping and enslaving their occupants. In 1830, an argument over payments for grain between the Ottoman ruler and the French consul in Bone led to a blow with a fan which became the pretext for invasion. Ottoman resistance lasted less than a month, after which significant plundering took place. Local resistance increased, capitalising on French political instability and the full extent of Algeria was not under French military control until 1847. Nearly a century later, Algeria is Vichy territory, controlled by the military and exhibiting the worst tendencies of the regime in its treatment of opponents.

ALGIERS

A significant port throughout history, Algiers was regarded as the chief base of the Barbary pirates. In 1541, an attempt by the Holy Roman Emperor to suppress it failed and, in 1816, it was shelled by the British Royal Navy to destroy its corsair fleet. It was captured by the French in 1830 and gradually westernised, though its Casbah remained defiantly exotic and resistant to colonial control. Algiers is the easternmost target in Operation Torch and, although an attempt to capture the harbour intact largely fails (Operation Terminal), the assistance of an effective *coup* by French resistance groups on 8th November, 1942, makes it the easiest target to capture.

The effect of the *coup*, however, is unexpectedly far-reaching. Not only is local commander General Alphonse Juin captured, but Admiral François Darlan (the former Prime Minister of Vichy France) is also present. General Dwight D. Eisenhower has Darlan released and makes him high commissioner of French territories in North Africa so that he can order French forces to stand down and stop resisting the Allies. This opportunistic and pragmatic politicking with Vichy's leader-in-waiting angers the Free French, the Resistance of all political persuasions, and the British and Americans.

DJANET

The Tuareg settlement of Djanet in southeast Algeria dates back to the middle ages and is built in the valley of an intermittently flowing river at an altitude of nearly 3500ft (1000m) amidst spectacular mountains. Prehistoric cave paintings found in 1933 near here indicate that the region once abounded in animals, before the Sahara became desert. In the late 19th Century the Ottomans were here, propping up their tenuous hold on the region before it fell to the French.

ORAN

A major port, founded by Moorish traders and captured by the Spanish in 1509 to suppress piracy, it passed to the Ottoman Empire in 1708. The Spanish recaptured it in 1732 but sold it back to the Turks in 1792 after a devastating earthquake in 1790. In 1831 it fell to the French and, as a colony, became host to a large European population.

After the establishment of the Vichy Government, the status of the French Navy and, in particular, the large naval fleet at Oran, is a question of great import. If handed over to the Germans, it could tip the balance of the war in the Atlantic. The British, lacking confidence in Admiral Darlan's pledge that the ships will never be handed over to the Germans, call on the fleet at Mers-el-Kebir to be surrendered, scuttled, or disabled and, unsatisfied with the response, attack on 3rd July, 1940. Though the *Strasbourg* and four destroyers escape to Toulon, the *Bretagne* is destroyed, the *Dunkerque* runs aground, and the *Provence* is beached. 1297 French sailors die in the operation, but the message sent by the British is, in Churchill's words, that "the British War Cabinet feared nothing and would stop at nothing".

Oran is the central target of Operation Torch on 8th November, 1942. Poor reconnaissance leaves some landing craft grounded on sandbanks, but the capture of the airfields by parachute infantry is a successful innovation. There is some resistance on the basis of the bitter memories here, and when two warships try to land American troops and technical personnel at the harbour, both are sunk. Oran surrenders on 10th November, 1942.

Morocco

Like Algeria and Tunisia, the heritage of Morocco is Berber, Carthaginian, and Arabic; more recent European colonisation has also had a considerable effect. The indigenous people of this territory speak Moroccan Arabic (virtually incomprehensible to speakers familiar only with Egyptian Arabic) and largely follow Islam. There are, however, many exceptions, from French and Spanish colonists to Sephardic Jewish communities expelled from Spain and Portugal in previous centuries. French efforts to establish a Protectorate over Morocco had to overcome its long tradition of independence (because, unlike most of North Africa, it had never come under Ottoman rule) and the opposition of other European nations (including Germany, and near neighbour Spain). When the Sultan is besieged in his palace at Fez in 1911, French troops land and intervene. In 1912, the country is divided into separate Protectorates between Spain and France.

A small segment of Morocco on the northern coast opposite the British base at Gibraltar is made a protectorate of Spain in the Spanish/French treaty of 1912, but is occupied from June 1940. General Francisco Franco, Spain's fascist dictator, keeps studiously "neutral" during the war, despite the assistance lent him during the Spanish Civil War by the Nazis (see *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, p.6). The Spanish also control the southernmost parts of Morocco they had laid claim to since 1884 but had only partly held, due to tribal uprisings, until about 1934.

French Morocco consists of the central section of Moroccan territory. They exert control by moving the capital from Fez to Rabat. With the Fall of France, French Morocco becomes Vichy territory.

TANGIERS, SPANISH MOROCCO

As one side of the gateway to the Mediterranean, the port of Tangiers has a long and colourful history and many rulers, including the Carthaginians, Romans, Vandals, Arabs, Portuguese, and English. It was given to England as part of the dowry of Catherine of Braganza in 1642 and fortified by King Charles II until, in 1684, the English withdrew because it was too costly to maintain. In 1821, it was the site of the first American foreign delegation. As a neutral Atlantic trading port with a cosmopolitan population, including an international Bohemian artistic community, Tangiers earns its reputation for spying and intrigue.

CASABLANCA, FRENCH MOROCCO

A Berber settlement with Phoenician and Roman periods, Casablanca was a notorious pirate harbour by the 15th Century and was destroyed by the Portuguese in 1468. By the 19th Century it was a major wool export port and home to increasing numbers of French colonists. By 1910, not without local resistance, the population has become 50% French.

Casablanca is the western target of Operation Torch on 8th November, 1942. The task force is launched from the US and is commanded by General George Patton. Vichy forces are tipped off by an inept attempt at a *coup* by anti-German elements in the hierarchy, and the American landing meets some stiff resistance at Port Lyautey. Hostilities do not cease until 11th November, 1942.

MARRAKESH, FRENCH MOROCCO

Famous for its *souks*, the Red City (also known as the Paris of the Sahara) has waxed and waned in its importance since it was founded in the 11th Century. It is seized by the French in 1912 and made part of the Protectorate of Morocco. Inland, near the rebellious Berber tribesmen of the High Atlas Mountains, the colonial French authorities allow local potentate Thami El Glaoui to rule here for virtually the entire period of their protectorate. Winston Churchill and Franklin D. Roosevelt visit the city in January, 1943 during a break from the Casablanca Conference (p.10), and the USAAF Air Transport Command use the airport (after its capture) as a cargo distribution hub.

I've seen Paris, but not Marrakesh. I wonder if we can persuade Alec to take us all there when all this is over?

– Peggy

THE WAR IN EAST AFRICA

This section deals with countries which the war affects directly in Eastern Africa. This conflict is played out between Britain and Italy, though of course this means troops from India, South Africa, Rhodesia (Zimbabwe), and Kenya are involved, along with local colonial troops on both sides. British-supplied patriot Ethiopian forces are also much involved in the overthrow of Italian rule in Abyssinia. The order in which the countries are presented is roughly determined by the order in which success followed Allied efforts in the region.

Sudan

The Nubian and Kushite kingdoms of the Upper Nile had become, in effect, another British colony by the late 19th Century, one that was only held with considerable bloodshed (such as when Khartoum was overwhelmed in 1885, or when Kitchener pacified the Dervishes at the Battle of Omdurman in 1898).

Italy stakes its claim to the territory on 4th July, 1940 by seizing the border post at Kassala. This force is not dislodged until 19th January, 1941, when the 4th and 5th British-Indian Divisions advance with enough air support to counter the Italian aerial threat. After this, Italian forces retreat to strongly defensible positions at Keren in their colony of Eritrea.

British Somaliland

A British protectorate since 1888, from 1899-1921 the internal Dervish state of "The Mad Mullah" (Mohammed Abdullah Hassan) makes colonial administration difficult, and only with air power are the British able to vanquish him. When Italy declares war on Britain, however, they are the better equipped force in the region and, after the Battle of Tug Argan, only a rearguard action of the Black Watch allows the British & Commonwealth forces to withdraw and evacuate by boat to Aden, across the Red Sea, on 17th August, 1940. This is the only British military defeat by the Italians on record. By the time troops return from Aden to capture Berbera on 16th March, 1941, only a nominal Italian force remains to surrender, the majority having fled to avoid the larger British force approaching, fresh from conquering Italian Somaliland.

Kenya

The coastal ports of this region were ancient trading venues between the Arabic and African worlds. Kenya had been unified as a British colony since 1880. Air attacks on colonial airfields begin as early as June 1940, and a significant incursion by Italian troops from the Abyssinian border clearly requires action, but the forces of the Commonwealth initially seem somewhat reluctant to leave Nairobi. The first

major offensive move is against Italian Somaliland, which is invaded on 24th January, 1941. Later, units are sent directly into Abyssinia to pursue the retreating Italians.

Italian Somaliland

In 1888, the local sultan entered into an agreement with the Italian government in order to increase his power and influence, but he was eventually sidelined and exiled as Italy sought to become a significant colonial power. The territory proves vulnerable, however, and Commonwealth troops from Kenya under General Sir Alan Cunningham take the coastal city of Kismayu on 14th February, 1941. A battle at Jelib on 22nd February breaks up the largest force available to oppose the invaders, and a motorised advance enters Mogadishu, the major port, on 25th. The force from Kenya, moving swiftly on Italian-built roads, then strikes into the neighbouring Italian colony of Abyssinia.

Eritrea

A vassal of Egypt in ancient times and a coastal trading region with ties to the Portuguese, the Ottomans, and the British, Eritrea officially becomes an Italian colony at the beginning of 1890. When the Italian force that had provoked the British by invading Sudan digs in at Keren, it is clear that this will be the key battle for the territory.

While the British gain air superiority, there is fierce fighting on the ground between 15th-17th March, 1941. After regrouping and attacking again on the 25th-27th, the troops sent from Sudan finally carry the day, at an overall total of more than 3000 casualties. Many Italian troops are captured after the battle at Asmara, though some flee to the mountain fortress of Amba Alagi in Abyssinia. The Italian naval base at Massawa is taken on 8th April, but only after the harbour has been thoroughly sabotaged. The remains of the Italian fleet based there scatter, leaving the Red Sea safe for Allied shipping.

Abyssinia

The ancient kingdom of Ethiopia, dating back to the Roman period and Christian since 300AD, sought to keep its independence during the European "scramble for Africa" in the late 19th Century. Italy, however, chose to interpret its 1890 treaty with Eritrea as applying to the whole of Ethiopia. Declaring war in 1895, but severely underestimating the resolve of their opposition, the Italians were crushed at Adowu in 1896. The loss of 7000 Italian lives soured the nation on the cost of colonial enterprises and the Prime Minister resigned. His successor's representatives had no choice but to sign the Treaty of Addis Ababa, recognising Ethiopian independence.

Forty years later (1936), the Italian army seizes Abyssinia, taking advantage of a weak international response and new technological advantages (planes, tanks, and chemical warfare) to add to its empire. By April 1941, Abyssinia is Italy's last colony in the region, with two large British forces (one from Sudan and one from Kenya) converging on the prepared Italian positions at Amba Alagi, which surrenders on 6th April. A third hostile force is gathered around the returning Emperor, Haile Selassie, who re-enters the country on 20th January and returns to his capital on 5th May. This force, in which Colonel Orde Wingate carries considerable influence (see *Achtung! Cthulhu: the Guide to the Pacific Front*, p.96), gathers Ethiopian patriots to the Emperor's cause and forces back large numbers of Italian troops, capturing 6000 at Debra Marcos and pursuing the rest to Gondar. The Italians hold out until 27th November, 1941.

French Somaliland

Essentially the port of Djibouti and the land around it, this French colony separates Eritrea and British Somaliland. It developed through various 1880s treaties signed by the French to allow them to gain a foothold on this coast and was named French Somaliland in 1894. During the war, after becoming a Vichy port, it is typically non-cooperative with British requirements. Rather than commit an act of war against it, the British maintain a blockade for 100 days until it falls in October, 1941, and is thereafter administrated by the Free French.

NOTABLE LOCATIONS IN CAIRO

Wartime Cairo stands in stark contrast to wartime London. There is no rationing and no blackout, the only concession to dimming the lights being to paint the streetlights and car lights blue; there are no air raids. Europeans live a life of luxury. And then there is the shock of Cairo itself—a seething mass of alien humanity and culture where the rich and the abject poor live shoulder-to-shoulder; a place where chauffeur-driven limousines can easily pass a corpse left to rot in the street.

Cairo is a city of half a million people. Muslims, Copts, Aramaic Christians, Greeks, Italians, Cypriots, Turks, Englishmen, and Frenchmen can be found in the bustling streets. English is spoken, but Arabic and Greek is commonly heard in the cafés and bazaars, and French is the language of the cafés, tearooms, department stores, learned societies, museums, banks, and cotton houses.

The city of is one of two halves: the modern city built in the 19th Century, with all the conveniences of Europe (running water, electricity, sewers, and public transport), and the ancient Ottoman city. The British Army can be seen everywhere: its convoys threading through the crowds; its off-duty troops carousing in Greek-run bars and taverns; its officers avoiding the heat of the day at the Gezira Sporting Club or the Turf Club.

Here, in the decadent surroundings of this fabled Egyptian city, it is easy to forget the huge differences in lifestyle between those enjoying the high life in logistical and support jobs, and those fighting out in the fierce heat of the desert. And underlying it all is a current of tension, as many Egyptians would dearly love to see the Axis deliver a killing blow to their hated former masters.

The quiet courtyard at the rear can only be overlooked from the roof, making it an ideal place for secret meetings.

Military Locations

ABBASSIA GARRISON, HELIOPOLIS

Abbassia Garrison, along with the Kasr el-Nil barracks in central Cairo, is the major concentration of British troops in the city. It is huge, full of barracks named after Great War battles, administration buildings, workshops, parade grounds, detention barracks, shops, swimming pools, cinemas, meeting halls, servicemen's clubs, a roller-skating rink, and churches of all the major British Protestant denominations; it even has its own internal bus service. Abbassia also has married quarters, and the garrison buildings are substantially built of stone or brick, unlike the tents of the desert camps. It is the home depot of many British regiments out in the desert.

ADV HQ "A" FORCE & MI9, 6 SHARIA KASR EL-NIL

From April 1941, Lt. Col. Dudley Clarke runs the theatre's deception and escape & evasion missions from two apartments in this pleasant building which overlooks 6th Division Headquarters. Previous to this, he operates out of a bathroom in the Grey Pillars. The quiet courtyard at the rear can only be overlooked from the roof, making it an ideal place for secret meetings. The fashionable brothel that also operates in the building is allowed to continue, providing (as it does) a credible reason for visiting.

COMBINED BUREAU MIDDLE EAST (CBME), KING FAROUK MUSEUM, HELIOPOLIS

The CBME is the regional headquarters of the Government Code & Cypher School (Bletchley Park). Established in May 1941, it is commanded by Col. Freddie Jacob. The CBME decrypts enemy radio traffic intercepted at Abbassia.

THE CITADEL OF MUHAMMAD ALI

Saladin's Citadel sits overlooking Cairo, as it has since 1176. Occupied by Ottoman bachelor troops, it became a royal palace again in the 19th Century before the then king quit it for Abdin Palace. During the war, the Citadel is home to British troops, a military hospital, and the repair and maintenance workshops of the LRDG (whose home depot is the Citadel).

GENERAL HEADQUARTERS MIDDLE EAST (GHQ ME), SHARIA KASR EL AINI, GARDEN CITY

Originally housed in the Semiramis Hotel, GHQ's current home is more commonly known as "Grey Pillars" after its appearance, and is surrounded by checkpoints and barbed wire. It grows from its initial Belle Époque apartment block into the villa next door, then to the entire street in Garden City.

Inside, Grey Pillars is a warren. Signposts marked only with initials such as MEBU, NABU, and SABU MEFU, can be found on every landing. Doors and corridors are boarded up, and entrance to the various offices is through adjoining bathrooms that have been knocked through to form passages between the original flats. Staff officers and support staff can be found working in stuffy converted kitchens and partitioned bedrooms. These arrangements change on an almost daily basis according to circumstances at the front, and the noise of typewriters and ringing telephones is incessant. Staff at the Grey Pillars are rather disparagingly nicknamed "Groppi's Light Horse", or the "Short Range Shepheard's Group" by troops on the front line, and held in disdain for the incompetence of their operational security.

GHQ is also the headquarters of the Inter-Service Liaison Department (ISLD), otherwise known as MI6 or the Secret Intelligence Service (SIS). The ISLD Collation desk sees all intelligence passing through GHQ ME.

A Vivid Imagination

Dudley Wrangel Clarke (1899-1974). Described as the greatest British deceiver of World War Two, Clarke's life is not short of thrills and spills. Born in Johannesburg, he is present at the Siege of Ladysmith (1899-1900), for which he later attempts to claim a campaign medal, even though he is only a baby at the time. Having returned to England, he enrols in the Royal Artillery before transferring to the Royal Flying Corps during World War One. After the war, and back in the Royal Artillery, he becomes involved in intelligence work in the Middle East. While in Britain in 1940, he suggests the idea for what develops into the Commandos (*Achtung! Cthulhu: the Investigator's Guide to the Secret War*, p.36), before being called to Cairo by Commander in Chief Archibald Wavell, where he sets up "A" Force and begins plotting numerous espionage and deception schemes, as well as being instrumental in the creation of both the Special Air Service (pp.37-38) and the US Army Rangers. He is arrested in Madrid in October, 1941, dressed as a woman (for reasons that are not entirely clear), but because of his immense value he is not court-martialled and returns to Cairo to carry on his vital work.

HELIOPOLIS AERODROME

Ten miles north of Cairo, Heliopolis Aerodrome is the Clapham Junction (an incredibly busy rail intersection in London) of the Empire's air routes, and of RAF flights from Europe and Africa.

SPECIAL OPERATIONS EXECUTIVE (SOE), THE RUSTUM BUILDINGS, SHARIA RUSTUM

Operating under a number of cover names: MOI(SP), MO4, and later Force 133, the SOE operates out of the Rustum buildings; however, every taxi driver in Cairo knows the address of the "Secret Building". No more than twenty or so permanent SOE personnel work here at any one time, and most of the "Good Time Charlies" are purged in March 1941, thanks to them being notoriously indiscreet about their operations. Due to its later operations in the Balkans and Greece, SOE Cairo gains a reputation of being infiltrated by communist sympathisers.

SECURITY INTELLIGENCE MIDDLE EAST (SIME), SHARIA KASR EL AINI

Lt. Col. Raymund Maunsell (or "RJ" to his staff and friends), runs SIME. SIME operates out of the Grey Pillars until 1942, when it moves to a building next door. SIME coordinates all security matters in the Middle East and liaises with the Indian Delhi Intelligence Bureau (DIB), as well as working closely with "A" Force.

Maunsell's network includes Egyptian policemen, concierges, Sephardic Jewish agents, rumourmongers, and

Brothers in Arms

Originally founded in the city of Ismailia, Egypt, in 1928 as a pan-Islamic movement promising, amongst other things, to protect the rights of Muslims working for foreign companies, the Society of the Muslim Brothers (to give it its proper name) is not entirely unlike that of the Sennusi (p.14), sharing the belief that Islam has been polluted and watered down by Western influences. From 1936 onwards, the Brotherhood opposes British rule in Egypt, with some members taking matters into their own hands (against the wishes of their leader, Hassan al-Banna). The organisation has close ties with Nazi Germany, and is suppressed in Egypt from 1941.

Photo: Unknown – Kairo, Abdine Palast mit Königsmoschee, August 1931 – Bundesarchiv, Bild 102-12202 / CC-BY-SA

Cairo: hot, dusty, and full of soldiers. Not quite the romantic image I had in mind from my history books...

– Peggy

underworld contacts. He has penetrated the Muslim Brotherhood and the Spanish Consulate, and monitors Japanese diplomatic communications, as well as maintaining contacts with the Turkish secret police. Most importantly, SIME controls the six wireless operators that the *Abwehr* manages to infiltrate into Cairo.

Political Locations

THE AMERICAN CONSULATE, 1 MIDAN KASR EL DOUBARA

Formerly the British Agency building, the property is bought by Emmanuel Casdagi, who then leases it to the American government. The British are very careful to keep their American allies on side, so the US military attaché (Col. Bonner Fellers) is informed of all British military operations in the Western Desert (see p.28 for the ramifications of this decision).

THE BRITISH EMBASSY, 7 SHARIA LAZOGHLI

The British Embassy (or the "Residency") is the only actual embassy in Egypt due to treaty agreements, and is located just north of Garden City. All other diplomatic missions are legations or consulates, headed by ministers or consuls respectively. Sir Miles Lampson is the ambassador. His wife, the Italian-born Lady Lampson, hosts garden parties for the Egyptian Royal family, Egyptian politicians, notable Cairenes, British businessmen and officers in the grounds of the Residency, whose lawns stretch to the edge of the Nile.

Clubs & Nightlife

There are many places of entertainment in Cairo, ranging from the respectable to the downright shocking. Many smaller nightclubs can be found in Tawfiqiya, Cairo's nightclub district.

THE EMPIRE, SHARIA IBRAHIM PASHA

The largest military club in Cairo, the Empire provides bars, restaurants, roof and tea gardens, cinema shows, and dancing every day in the early evening.

EMPIRE SERVICES CLUB, 189 SHARIA EMAD EL DINE

The Empire Services Club offers shopping, photographic development, gift mailing services to Britain, a bar and restaurant, a library, a barber, and hot showers.

GEZIRA SPORTING CLUB, GEZIRA ISLAND

Located on the southern half of Gezira Island, the Gezira Sporting Club is open only to officers and private citizens. Other ranks are banned from the premises, apart from a corner of the club put aside for their use. The club's 150 acres includes cricket pitches, croquet lawns, gardens landscaped with British trees and plants, a 12-hole golf course, a horse-racing course, polo fields, squash courts, an outdoor swimming pool, a tea pavilion, and tennis courts.

KIT KAT CLUB, IMBABA

The Kit Kat is the smartest nightclub in Cairo prior to 1943. Its floor show stars Hungarian dancing girls and the famous belly dancer Hekmat Fahmy, and attracts a lot of troops on leave from the desert. As a result of this it becomes Cairo's biggest exchange and mart for careless talk, attracting spies, informants, and counterspies alike. Femme fatales encourage drunk soldiers to boast about their war, and Mac the barman watches and listens to everything; luckily, Mac is on the British payroll.

It becomes Cairo's biggest exchange and mart for careless talk, attracting spies, informants, and counterspies alike.

NEW ZEALAND FORCES CLUB, 33 SHARIA MALIKA FARIDA

Set up by Gen. Bernard Freyberg and opened on 5th February, 1941, the NZ Forces Club is reputedly the best service club in Cairo. Open to all ranks, and frequented by multiple nationalities (particularly nurses), the thirteen-storey building houses multiple dining rooms, hostelries, a canteen serving Kiwi home comforts, showers, bars, lounges, and games rooms. The club is run by the Women's Auxiliary Army Corps (better known as the Tuis) under the watchful eye of Gen. Freyberg's wife, Barbara. By November, 1941, the club is also home to the Mitzráyim Whist Club (Section M's front in North Africa; p.86.)

RED LIGHT DISTRICT

Cairo's red light district is known as the "Berka" to British and Commonwealth troops, and is situated between Sharia Clot Bey and Sharia Wagh el Birket, on the edge of Tawfiqiya , and just north of Ezbekiah Gardens. The Berka is technically out of bounds to all ranks, as defined by white signs marked with black Xs along the perimeter of the zone. There are thirty-six entrances to the Berka, however, making it very hard to police.

The Berka contains 90% of all of Cairo's brothels, prostitutes, erotic cabarets, and peepshows. Brothels and houses are found around the western end; the British military authorities even go as far as authorising some as official and "in bounds". However, any sense of adventure is extinguished from a visit to an "official" brothel by the presence of Royal Army Medical Corps staff handing out prophylactics, and the long queues for the popular women.

Any serviceman partaking of the bodily "delights" offered in the Berka is running a high chance of catching a venereal disease unless they take sensible precautions. The Berka is

St. Joe's Parish

Joe Scialom (also known as Joe the Bartender) runs the Long Bar, or "St. Joe's Parish", at Shepheard's Hotel from 1937. Speaking eight languages, he acts as financier, adviser, umpire, and priest-confessor to his drinkers. Said to be the best informed man in Cairo, popular rumour has it that Joe is a Nazi spy, but that won't stop you from hearing about the plans for the next Western Desert offensive if you keep your ears open. His philosophy is "Mix well but shake politics", and he is famous for the *Suffering Bastard* cocktail—a hangover cure consisting of bourbon, gin, and ginger beer.

officially shut down in 1942 after the murder of two Australian soldiers, and the incidence of reported venereal disease plummets within two weeks.

THE TURF CLUB, 32 SHARIA ADLY PASHA

The Turf Club is an all British, all male establishment that would not seem out of place on St. James's Street in London. The Turf Club is a British gentlemen's club transplanted to Cairo, and is only a few minutes walk from Shepheard's. High ranking officers and politicians often hold private parties here.

Hotels & Restaurants

CONTINENTAL-SAVOY HOTEL, 2 SHARIA KAMEL OFF MIDAN OPERA

The Continental-Savoy is the great rival to Shepheard's. Its 300 rooms on four-stories are topped with a roof-top restaurant and cabaret. The hotel is only open to officers and civilians, who must be properly attired; officers in shorts are not permitted. Other ranks can only visit on Monday afternoons, when they can attend amateur shows and concerts on the rooftop. In the arcade shops outside the hotel, it is reported that you can buy anything from a boa constrictor to a grown leopard (and who knows what other, even more exotic, life forms).

GROPPI'S, MIDAN SULIMAN PASHA

Groppi's is a Swiss patisserie chain. Its mosaic-decorated tea-shop stands on Suliman Pasha Square, serving fresh croissants, freshly roasted coffee, pastries cooked in clarified butter, chocolate-covered dates, chocolates, and many exclusive flavours of ice-cream. It is expensive but open to all who can afford it. Groppi's likes to cater for women and families, unlike the male-only establishments serving coffee and sheesha pipes. German prisoners of war are sometimes treated to tea and ice-cream at Groppi's to soften them up before being taken for interrogation. For those on smaller budgets, Groppi's also run the *A L'Americaine* soda fountain shops.

MENA HOUSE HOTEL, GIZA

The famous Mena House Hotel is situated less than 800yds (approximately 700m) away from the Pyramids. During World War One, the Australian Light Horse are stationed there, and it is later used as a hospital. During World War Two, Mena House is the scene of Operation *Sextant*, the Big Three conference in November 1943 that is held a week before the more famous Tehran conference. Here, Churchill, Roosevelt, and General Chiang Kai-Shek of China discuss Operation Overlord.

SHEPHEARD'S HOTEL, 8 SHARIA KAMIL

Shepheard's is a world famous tourist attraction; it is also the smartest place to meet and be seen in Cairo, but only for officers and civilians—it is barred to other ranks. Shorts are allowed, in contrast to the Continental-Savoy. Shepheard's is six-stories high with 400 rooms. Unlike other hotels, the bellhops do not manhandle luggage but carry out concierge and front-door duties; the Nubian and Sudanese porters carry the baggage.

Its open-air balcony, overlooking Sharia Kamil, is popular for afternoon tea, gin-slings, and people-watching. The Moorish Hall, with its Karnak-style lotus-topped pillars, overlooking Sharia Ibrahim Pasha, is deliciously cool during the day and serves as a ballroom by night. There are three bars: the Long Bar, the American Bar, and the open-air Summer Bar in the hotel's gardens. The Long Bar does not allow women; uninhibited by the fairer sex and fuelled by alcohol, the Long Bar's patrons are notoriously indiscreet. Dances are held nightly in Shepheard's gardens, with Saturday hosting the biggest dance of the week.

Sightseeing

There is a lot to see in Cairo, but for most troops Cairo is the Sphinx and the Pyramids at Giza. Slightly further out are Memphis and Saqqara. The various services' clubs and the YMCA organise tours, or the more adventurous can hire a horse-drawn gharry or motor car.

EGYPTIAN MUSEUM, SHARIA MARIETTE PASHA

The world-famous Egyptian Museum is closed for the duration of the hostilities and contains probably the best collection of Mythos artefacts, if hitherto unrecognised, in the world. Inquisitive souls wanting to access the museum's collections will need to be acquainted with a member of staff there, well-connected with the Egyptian Antiquities Service, or criminally-minded.

THE PYRAMIDS, GIZA

The Pyramids are the number one site to see in Egypt, and lie a short trip from Cairo over the English Bridge and then out into the farmland of Giza. The late afternoon is the best time to visit, as the heat of the day is cooling.

The Pyramids are open to the public, and visitors can

climb to the top of the Great Pyramid of Khufu, and the Pyramids of Khafre and Menkaure. However, visitors have to dodge the inevitable hawkers and beggars. Travel guides suggest a healthy person should be able to complete the ascent with the aid of two strong Arabs in fifteen minutes.

Troops are advised carefully guard their valuables, especially their paybooks, in and around the mortuary complexes that surround the Pyramids. The same can also be said of the *souks*; locals often mislead and then mug unsuspecting tourists. The recommended location for your paybook is on a string around your neck and not in a pocket, even if buttoned. Stolen paybooks have value on the black market, as German or Italian spies pay good money for the intelligence they provide.

THE SPHINX, GIZA

After the Pyramids have been climbed and initials carved into the stone at the top, a trip to see the Sphinx is next. To prevent any more bomb damage, there is a wall of sandbags stretching from the Sphinx's paw to its chin.

Shopping

THE MOUSKI

The Mouski district is where Cairo's *souks* are found, attracting tourists and residents alike. The Khan el Khalili bazaar and the al-Muski street market dominate the area. The Khan el Khalili bazaar was originally a caravanserai and dates from 1382. It is full of smaller bazaars and many unmarked streets and alleys. The shops are tiny, with their shop-front displays making the narrow passageways narrower still. The smaller bazaars are famous for faience beads, copper work, silver work, gold work, alabaster, rugs, silks, spices, tobacco and perfumes. A popular purchase by troops on leave are crepe-soled suede boots ("brothel creepers").

THE BLACK MARKET

Cigarettes, knives, linen, footwear and even hospital supplies are all available on the Black Market. In the deepest depths of the *souks*, in the Gun Market, Italian Berettas sell for £15 and Lee-Enfield rifles for £3. With the right contacts, you can reach the Muslim Brotherhood gun-runners who will sell you Egyptian Army weapons with only "one careful owner".

I HEAR THE BARS IN ALEXANDRIA SERVE A BETTER COLD BEER THAN THE ONES IN CAIRO. MAYBE WE SHOULD GO CHECK.

-SGT. CARTER

CHAPTER 3

Secrets and Lies

"All war is deception."
- Sun Tzu

The war in North Africa and the Middle East presents the British and, later, their American allies, with both a new theatre and a new opportunity to turn the tide of battle against the Axis. Germany is content to allow the Italians to build their own colonial empire in Africa and the Middle East, until their mishandling of the campaign becomes clear. This, coupled with the discovery of significant oil deposits in Persia and Saudi Arabia (resources which Germany desperately needs), finally forces Hitler's hand, and he commits German troops to a new front.

The British have a considerable foothold in the Mediterranean, having taken control of many parts of the region (alongside the French) as a result of the fragmentation of the Ottoman Empire after World War One. Despite having officially granted Egypt independence in 1922, Britain still maintains a significant presence in the country; the Royal Navy's Mediterranean Headquarters moves from Malta to Alexandria in the 1930s to bolster that position and to help reinforce the strategically vital Suez Canal.

Deals are made and broken in the chaotic souks as the "Great Game" continues unabated.

As the centre of British administration and power in the region, Cairo has quickly become a hotbed of espionage activity (alongside the ancient city of Jerusalem in the Palestine). While the clash of armour rings out across the vast empty expanses of North Africa with the armies of Rommel and Montgomery duelling amidst the sands, a very different war is playing out in the ramshackle streets and alleyways; deals are made and broken in the chaotic *souks* as the "Great Game" (as it is often known) continues unabated.

BRITISH INTELLIGENCE

The British, with their long history of espionage and their established presence in the region, should have a significant advantage in the shadow war that rages in North Africa but, astonishingly, they do not. Political infighting, both locally and in the corridors of Whitehall, has caused significant problems for operations, as have the perilous supply lines that stretch all the way from England. These factors, combined with the peculiar organisation of British Intelligence in North Africa, have diminished its strength and given the Axis numerous opportunities to make gains, particularly in sowing the seeds of dissent against British rule among native populations.

SOE Middle East

The Special Operations Executive's remit from Churchill, to "set Europe ablaze" is not just restricted to France and the Low Countries. By 1941, Italy's failed invasion of Greece and its subsequent retreat into Albania leaves Germany little choice but to intervene, and so Britain needs a base of operations from which to direct espionage activities in the Balkans. With significant forces already established in Egypt, particularly Cairo and Alexandria, the Middle East appears to be the ideal location from which to mount SOE operations, and so responsibility for Balkan affairs falls upon Cairo.

Unfortunately, SOE Middle East is plagued by numerous problems; from the offset, the two main departments, SO1 (Propaganda), and SO2 (Operations) are at odds. A combination of jurisdictional arguments, operational failures, and subsequent witch-hunts reduces SOE Middle East to a permanent state of political infighting and inefficiency. Relations between the two groups become so toxic that, by the spring of 1942, operations have effectively ground to a halt as each department does its best to apportion all blame on their rivals despite constant stern warnings from London. The British are finally forced to act when the full catalogue of inefficiency, financial extravagance, and even outright corruption, becomes clear as the cause of SOE Middle East's failures. In August 1942, Lord Glenconner is dispatched from London to Cairo with orders to resolve the situation once and for all as he sees fit.

Another problem is the isolated nature of Cairo and the SOE's operations there compared to those in Western Europe. SOE Middle East is established in an *ad hoc* manner, with agents and controllers effectively left to their own devices while London concerns itself with matters closer to home. This *laissez-faire* approach, while a necessity at the time, creates an organisation ill-equipped to reintegrate with the central administration of London once the Allies begin to structure their objectives more efficiently.

In addition to its other problems, the SOE in the Middle East faces the constant danger of paramilitarisation. SOE Middle East regularly falls into the trap of measuring the success of operations by the number of "Hun" (Germans) or

The Camera Never Lies

The Second World War can be said to be the first true media war, with an army of reporters, cameramen, and photographers in the field, particularly in North Africa. British reporters in North Africa are granted honorary officer status and dress in khaki, with their own distinctive shoulder flash (gold lettering on green) to identify them.

Despite this apparently elevated status, censorship and restrictions on reporting are nowhere more acute. Constantly infuriated and frustrated in their efforts to bring the truth to the British public, the press runs not only the gauntlet of Army, Navy, and RAF censorship, but also the additional restrictions put in place by the oversensitive Egyptian state government. Journalists (such as the young Richard Dimbleby) who complain about this censorship and threaten to find news through their own channels find themselves *persona non grata* and are quickly recalled to London for a thorough dressing down.

One unusual group of photographers and cameramen who receive an easier time from the censors become known as Chet's Circus, led by ex-Fleet Street photographer Sergeant Len Chetwyn. His group is tasked with recreating scenes of battle (carefully choreographed and sanitised) for public consumption back home. Some of what becomes the most celebrated and recognisable images of the desert war are in fact created by Chetwyn and his team, far behind the British lines, often enlisting the services of cooks, pot washers, and other auxiliary troops. Of course, quite how Chetwyn would react to some eldritch horror interrupting his shoots can only be imagined, but the investigators would no doubt be enlisted to help smooth things over once the dust (and blood) has settled.

A surprisingly common occurrence for units in the field is to encounter intrepid two-man teams of photographers and journalists in their jeeps, often riding into major engagements alongside the tanks of the 8th Army. As an alternative to military characters, investigators might represent members of the press working autonomously in the desert and discovering what horrors the British government are really trying to suppress.

"Eyetie" (Italians) killed, rather than against the strategic objectives of the SOE as a whole. This is hardly surprising as the SOE relies upon the Army and Navy for supplies and transport and a certain amount of alignment with their main sponsors' objectives is only to be expected, much to the despair of London. Despite Lord Glenconner's efforts to realign the group's operations, SOE Middle East still tends to focus on tactical gains rather than strategic objectives, but less so than before his arrival.

Of greater concern for London, SOE Middle East operations tend not to take into account political considerations, again due to their focus on short-term gains against the enemy. While SOE Middle East pat themselves on the back for each act of sabotage, the Foreign Office looks on in horror as they realise the destabilising effect these operations will have on the long-term political landscape, one that is already rife with nationalism and calls for independence.

SOE Middle East are considered loose cannons by Whitehall, but their masters are thousands of miles away, meaning that Cairo and, later, Jerusalem (see The Great Panics) must frequently act on their own with little in the way of "official" guidance.

Unlike their counterparts working in Western Europe, SOE Middle East are primarily focused on propaganda and subversion rather than combat operations, despite the influence of the military on their strategic planning. Although raiding and sabotage operations are mounted, particularly with the numerous small raiding groups active in the desert, most operations are generally passive, though with increasing emphasis on counterinsurgency. Subversion of the myriad local tribes and factions is a constant priority, having demonstrated its use during the campaign to destabilise Italian Abyssinia.

SOE Middle East has two main bases of operation in the region: Cairo and Jerusalem. In Cairo, the SOE are immersed in the centre of diplomatic and administrative power, as well as being close to the military high command for the region (an invaluable benefit, considering the reliance SOE have on the military for the continued support of their operations in the Mediterranean). Jerusalem, further from the front lines of North Africa, fields a number of training schools and focuses on propaganda as a whole, while providing agents with some respite from the chaos of Cairo. Jerusalem has its own dangers, especially with the ongoing tensions between the Jewish and Arab population rising with each new report of the atrocities against the Jews in Europe, and much closer to home with the pro-Axis coup that takes place in Iraq in 1941.

All Tomorrow's Parties

Lord Glenconner's reorganisation of SOE Middle East notwithstanding, the organisation still has a reputation for the unorthodox and outlandish, sure to raise eyebrows among the conservative top brass. Nothing epitomises this reputation more than Tara, a villa situated amidst the beautiful imported tropical gardens of Gezira Island in the Nile at Cairo.

Named after the legendary home of the Irish kings, by 1943 the villa is a centre for both intrigue and some of the most fabulous and opulent parties in the city, despite being an official SOE installation. Complete with gardens, swimming pools, and even an elaborate ballroom, Tara becomes a focus for the cream of Cairo society; the diplomatic service, officers, writers, journalists, and the Cairo party set flock to the infamous gatherings that take place there—not to mention every spy (both foreign and domestic) in the country.

A number of British agents call Tara their home, masquerading under a range of false identities. Without a doubt, the most outrageous of these is the Countess Zofia Tarnowska (an exiled Polish aristocrat of dubious heritage) and her non-existent chaperone Madame Khayatt (created to protect the Countess' reputation in an otherwise all-male household). According to local gossip, the Countess arrived in Cairo and took up residence at Tara, bringing with her only an evening gown, a swimming costume (scandalous) and her two pet mongooses; she has since become an integral part of the Cairo party scene.

Investigators who are in dire need of respite from the horrors of the desert war could easily find themselves attending one of the extravagant parties regularly hosted at Tara, though they should always be careful what they say, as it is not just British agents who frequent these soirees.

The Great Panics

Despite the British achieving considerable victories against the Italians during the early phases of the desert war, this all changes dramatically with the arrival of Rommel's *Afrika Korps*. As his *Panzers* rage through Libya, capturing the key port of Tobruk before turning toward El Alamein, a wave of panic spreads through British-occupied Egypt at the prospect of a total defeat at the hands of the Desert Fox. In what becomes known as the Great Panic, the SOE evacuates most of its personnel from Cairo, shattering their network of agents and destroying countless documents vital to their ongoing operations. Most of these agents are re-established in Jerusalem, and though they are able to reorganise themselves (and, in many cases, return to Cairo once the danger has passed), the damage has been done; many operations fail to recover and are abandoned.

As the First Battle of El Alamein rages, on what is later (somewhat understatedly) called "The Flap" or "Ash Wednesday", British officials in Cairo, including those in the British

Embassy, systematically burn confidential papers in preparation for the expected entry into the city by Axis forces. Investigators caught up in this panic might find themselves frantically racing through the chaotic streets, desperate to locate their most precious contacts before old scores are settled in the dark and twisted alleyways of Cairo's markets.

Strategic Deception

The British, realising the value of deception from an early stage in the war, establish the Middle East Command Camouflage Directorate (p.36) based in Helwan, Egypt. Under the tutelage of the filmmaker and producer Geoffrey Barkas, the unit (known generally as "Camouflage") is comprised of a training school, workshops, factory, and an experimentation area. It employs a range of trades, even extending to stage magicians such as Jasper Maskelyne, who later makes fanciful claims as to having helped disguise entire ports from enemy attack. The Camouflage team experiments with deception and diversionary tactics for both installations and vehicles, and helps disguise Tobruk's only water desalination plant to protect it from German bombing.

US INTELLIGENCE

The Office of Strategic Services (OSS), the United States' counterpart to the SOE, is mainly reliant upon the British in mainland Europe, thanks to having had little or no established network of agents on the continent prior to the war, and finding it extremely difficult to establish one once they enter the fray. However, in North Africa and the Middle East, the OSS finds itself in a much stronger position. The relatively fluid political situation and porous borders in the region allow them to build their own presence without relying upon the SOE's grace and favour.

While operations in Europe are planned and managed from Britain, those in North Africa have a much more independent philosophy and, in many instances, controllers refuse to submit to British direction and influence. The agency feels that the British are still protecting their old colonial interests rather than fighting the war, and it develops an independent streak that regularly puts it at odds with its more experienced allies. As the balance of power shifts, assisted by the USA's massive industrial and economic output, the OSS flexes its muscles more regularly, and eventually an agreement is struck giving operational authority to the nation with military control over the area of operation, though providing a right of appeal to Washington in cases of dispute. In practice, however, most agents ignore the accord and many OSS and SOE operations find themselves at cross purposes.

The OSS is only able to truly move out from beneath SOE's shadow after the success of their intelligence gathering in the lead up to the Operation Torch landings. Placing a group of agents (known as "the twelve apostles") in the collaborationist Vichy French colonies of Morocco and Algeria, under the guise of being US businessmen with connections to France, the OSS is able to gather vital intelligence and establish fifth column movements in preparation for the US landings. When the combined US and British forces land along the French Algerian coast, they are met by OSS agents who act as guides and pathfinders. US paratroopers are also given invaluable navigational guidance by OSS agents operating top secret radio beacons to guide them to safe landing zones.

The plaudits the OSS receives from the US top brass gives it both the confidence and political backing to finally operate as equal partners with the British. Although the SOE does accomplish many great victories in the region, the OSS proves itself more competent and less prone to political infighting. After the success of Torch, the OSS establishes its headquarters in French Algiers and begins gathering intelligence in preparation for the liberation of Tunisia. Regardless of the threat of Rommel's forces in the desert, OSS agents are likely to be found throughout the region establishing connections with the local tribes and, potentially, providing an invaluable source of information for investigators.

Glorious Amateurs

The OSS, though a military service, draws quite heavily upon the academic world for many of its agents, including both the staff and students of the Ivy League. Although class is considered a very British phenomenon, the OSS still prefers its officers to have the "right" background, and it readily accepts civilian volunteers over military candidates despite the dangerous nature of its work. Despite this approach, some civilian and academic volunteers excel in the field, such as the noted anthropologist Carleton S. Coon, a well-respected Harvard alumnus and possibly one of the West's greatest experts on North Africa. Having volunteered for service with the OSS, Coon leads a force of Arab, French, and American guerrilla fighters who wreak chaos behind German lines, particularly with the use of Coon's very own "exploding mule turd"—a "dollop" of plastic explosive equipped with a simple pressure detonator deployed on roads and trails which is surprisingly effective at disabling German vehicles.

Coon is instrumental in gathering intelligence for Operation Torch; his detailed knowledge of the region and its people provides valuable insight for planners, while his network of informers assists by identifying those collaborating with the Vichy French and Germans from among the French exiles still at large in North Africa.

GERMAN INTELLIGENCE

Like their British adversaries, the *Abwehr* has a considerable network of agents in North Africa and the Middle East and are a constant menace to Allied interests across the region. Like the British, the Germans are still playing the old games of Empire, fomenting unrest in enemy territories among the native populations in the hope of triggering popular uprisings that will enable Germany to manoeuvre their own preferred factions into power. This has already proven a dangerous, but highly profitable, enterprise: for example, the Golden Square Coup that erupts in Iraq in 1941 when four army generals (known as the Golden Square) lead a nationalist coup in favour of Iraqi independence. Heavily supported by German Intelligence, the coup quickly leads to the British sending in troops to suppress the revolt, drawing much needed resources into the conflict from other theatres. The Fall of France and the creation of the puppet Vichy regime gives the Nazis an opportunity to increase anti-British feeling among the French-influenced Arab nations, thus the British and Germans play a constant game against one another, bribing and negotiating with individual tribes and factions for influence.

Irrespective of the concerted efforts of the Nazis to destabilise British interests in the region, only Iraq proves even a partial success. The Arabs, tired of European colonial rule have as little faith in Nazi promises as they have in British ones, but they allow both the Axis and the Allies to continue their political manoeuvring. As in Europe, there are always some men who will take money in return for favour, but they have little political impact.

The *Abwehr's* chief weapon in North Africa is in communications intelligence, and it enjoys great success in breaking Allied ciphers used in the region. In addition, Rommel calls upon the 621st Radio Intercept Company, whose mobile detection equipment prowls the desert listening for Allied transmissions (greatly assisted by a surprising lack of discipline on the part of the British with regard to their radio traffic), providing the Desert Fox with a steady stream of accurate intelligence. Only after the 621st are overrun while stationed with an Italian unit do the Allies discover how much information their sloppy radio practice has provided.

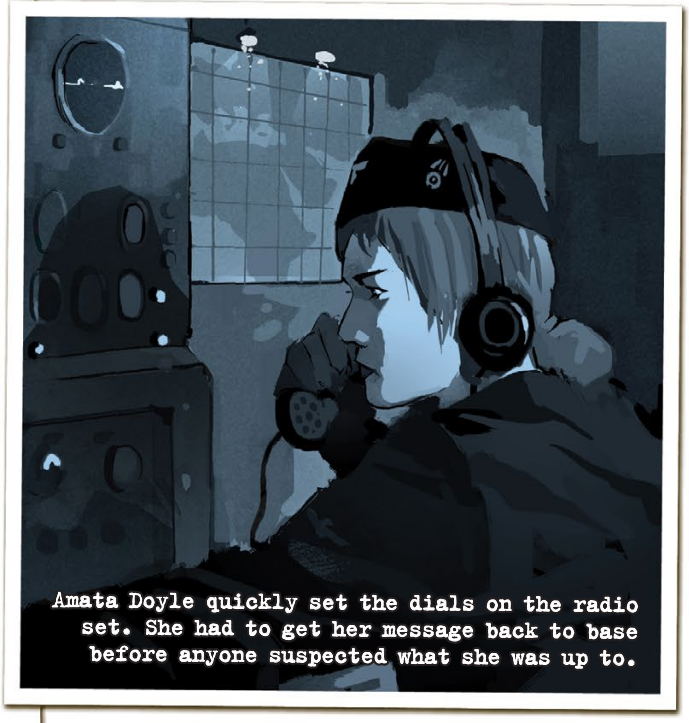
Beyond these intelligence gathering and subversion roles, the *Abwehr* is relatively restricted in their North African activities compared with occupied Europe. Although Germany covets the French territory of Morocco, its general strategy in the region is to destabilise the remaining French and British interests. Investigators should, however, always be watching over their shoulders for agents of the *Abwehr* and their sinister local supporters.

Dark Shadows

Despite Rommel's vow that no *Waffen-SS* units will operate in North Africa, the Field Marshall is unable to prevent the *Gestapo* and SD from descending upon newly

The Little Fellers

According to some reports, Rommel's greatest and most reliable source of intelligence is the US military attaché in Cairo, whose reports are routinely intercepted and deciphered, allowing the Lieutenant General (later Field Marshall) to keep abreast of Allied tank movements. The intercepts, known colloquially as "the little fellers" (named for Colonel Bonner Frank Fellers, the US military attaché), give Rommel a significant advantage in the desert despite the Allied Ultra intelligence. Fellers himself is not culpable in the leak, as his office is compromised thanks to the Italians breaking their supposed neutrality with the US and burgling the US embassy in Rome. Even though the British investigate Fellers, having suffered a number of attacks that can only be attributed to a leak, they fail to make a connection with his office until, amazingly, a German radio station broadcasts a drama in which a US military attaché in Egypt unwittingly gives away intelligence. This unbelievable turn of events allows the British to locate the source of their leak, and Fellers is quickly removed by the embarrassed Americans.


Amata Doyle quickly set the dials on the radio set. She had to get her message back to base before anyone suspected what she was up to.

conquered territories to root out enemies of the state and other "undesirables". A mere month after Tobruk falls to German forces, *SS-Standartenführer* Walter Rauff and his black coated henchmen arrive with orders to purge Jewish guerrillas and other threats to German security. The *Gestapo*, even more so than the *Abwehr*, begins to actively court Arab nationals in the hope of fomenting anti-British sentiment, though their methods and attitudes towards the Arabs clearly demonstrate their lack of interest in the Arab cause and more their intention of securing the region's oil fields for the *Reich*.

BRANDENBURGERS

Regardless of *Generalfeldmarschall* Erwin Rommel's dislike of the use of the Brandenburgers, when the *Afrika Korps* ships out to North Africa, they are joined by the German special forces units. These men, tutored in both English and Arabic languages, are equipped with captured British vehicles and emulate the British LRDG's hit-and-run tactics, operating behind enemy lines to disrupt communications and supply lines. Despite initial successes, the difficulty of keeping the units resupplied prevents them from reaching their full potential, possibly due to a different attitude to the British who seemed to relish the unorthodox "make-do" lifestyle that the isolated detachment of their operations requires.

Sonderkommando Dora

One of the more unusual *Abwehr* forces in operation is *Sonderkommando* Dora, a specialist unit consisting of thirteen cartographers, astronomers, geologists, and geographers, along with over sixty support troops, all of whom have experience of Africa prior to the war. The unit is officially tasked with mapping and topography, particularly with a view to establishing sites for airfields and locating water sources. However, the considerable number of vehicles and aircraft at their disposal suggests a hidden agenda to their work, which takes them deep into the Sahara desert, far from Allied forces. When German forces are finally forced to withdraw from the region, Dora is evacuated as a matter of the utmost urgency. Some intelligence indicates that Dora is tasked with locating previously lost ruins for Black Sun, but most in the mainstream intelligence agencies pay little attention to this information.

Allied intelligence would be extremely interested in talking to these scientists, and even more keen to gain access to their maps. However, capturing these men will, no doubt, prove difficult considering the significant protection they are accorded, including light armoured vehicles and elite troops to guard their excursions.

One good thing about Glenconner's chaps being a bit, well, unorthodox, is that it keeps the other side firmly focussed on their antics and not ours...

A. T.

CHAPTER 4

The Shifting Sands of War

"This desert warfare has to be seen to be believed."
- Winston Churchill

Whilst only a stone's throw from the European theatre of operations, the deserts of Africa and the Middle East prove to be a unique battleground. Not only is North Africa the birthplace of modern special forces (SF), seeing more operational SF units than any other theatre of war (including such Commando outfits as Layforce and Middle East Commando), but the desert plains also represent an opportunity to practice the art of modern armoured warfare in a landscape uncluttered by habitation, and to indulge in the ancient art of piracy, this time on seas of sand instead of water.

This chapter provides a selection of new occupations and training packages relevant to the North African Theatre, as well as new bonuses. Character creation rules for ***Achtung! Cthulhu*** can be found in Chapter 5 of *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, for those playing ***Call of Cthulhu***, and in Chapter 7 for those playing ***Savage Worlds***.

INVESTIGATOR NATIONALITIES

Many of the nationalities found in the region during the conflict are already mentioned in Table 1 on p.50 of *Achtung! Cthulhu: the Investigator's Guide to the Secret War*. Alternatively, players can choose or roll for a nationality from Table 1: African Theatre Nationalities.

Almost no nation is left untouched by this madness..

-R.D.

Table 1: African Theatre Nationalities

Roll D100	Nationality	Roll D100	Nationality
01-07	Australian	56-61	Moroccan
07-12	New Zealander	62-66	Abyssinian (Ethiopian)
13-15	Canadian	67-70	Somali (British or French)
16-21	American	71-74	Kenyan
22-28	British	75-78	Sudanese
29-33	Free French	79-82	Eritrean
34-38	Indian	83-88	South African*
39-44	Egyptian	89-93	Rhodesian
45-50	Libyan	94-97	West African**
51-55	Algerian	98-00	Bedouin

*South Africa provides a large number of support troops for the Allied cause. In addition, a number of other Southern and Central African nations contribute troops (both support and frontline) to the fight, including, Cameroon, Lesotho, Botswana, Swaziland, Mozambique, Malawi, Namibia, Tanzania, and Zambia.

**West African nations who provide troops include Gambia, Ghana, and Nigeria.

NEW CIVILIAN OCCUPATIONS

Archaeologist

Raised on tales of treasure seeking and adventure or, perhaps, inspired by the real life adventures of Sir William Flinders Petrie and Sir Leonard Woolley, you have a passion for the ancient and the lost. Unlike your brother in research, the Antiquarian, you prefer to be out in the field getting your hands dirty digging up evidence of lost people and civilisations. If you do not have a personal fortune to fund your expeditions, you are at the mercy of your patrons, who have a tendency to interfere with your work as well as paying for it.

EARNINGS
Depending on his sponsorship or personal wealth, everything from Lower to Wealthy.

CONNECTIONS
Academic institutions, archaeologists, businessmen, Intelligence, local government officials, local tribes, military, museums.

SPECIALISATIONS
A Particular Civilisation (e.g. Egyptian, Mesopotamian, etc.), Treasure Hunter.

SKILLS
Archaeology, Climb, Disguise, Dodge, First Aid, Fist/Punch, Handgun, History, Other Language (any appropriate), Spot Hidden, and Survival (as appropriate), plus two other personal or professional skills.

BONUS
Archaeologist investigators can choose one of the following:

That Belongs in a Museum: Some people just have a sixth sense for the weird and/or valuable. The Archaeologist adds +20% to his Archaeology roll when attempting to identify an important artefact (historical or occult).

Digging in the Dirt: Years of searching have honed the Archaeologist's observational skills. He adds +20% to his Spot Hidden skill.

- **Attribute Requirements:** Agility d6+, Smarts d6+.
- **Recommended Skills:** Investigation, Knowledge (Archaeology), Knowledge (History), Knowledge (Occult), Notice.
- **Useful Edges:** Alertness, College Boy, Connections, Linguist, Scholar.
- **Special:** none.
- **Gear:** Archaeologist characters have $500 (Keeper's discretion) to purchase their equipment and belongings.

New Knowledge Skills

This book introduces two new Knowledge Skills for the ***Savage Worlds*** game which need a small amount of clarification:

ARCHAEOLOGY
This knowledge skill deals with the actual physical evidence left behind by previous civilisations and eras. Knowledge (Archaeology) is used to identify shards of pottery, decaying weaponry, or the foundations of a long lost excavated temple. It does not necessarily provide any historical context or knowledge other than identifying relics.

HISTORY
This knowledge skill provides the scholarly academic knowledge of what happened in the past, but does not cover the hands-on experience of handling or identifying relics and artefacts. To be a well-rounded authority on all things historical, one should have both the History and Archaeology Knowledge Skills.

Bedouin Tribesman

Although your first loyalty is to your tent (which not only houses but also represents your immediate family) and then your tribe, you are prepared to help those in need; this is, in part, because you are bound by the codes by which all Bedouin live: *diyafa* (hospitality), *hamasa* (courage), and *sharaf* (honour). You have no love for the German and Italian forces which disrupt your nomadic way of life, mining the desert and damaging oases, and so you help the Allies in a variety of roles. Thanks to your services, your tribe has many promissory notes of payment (blood chits) from British officers, although your pride means that you will never cash them in.

EARNINGS
Lower, Lower to Middle.

CONNECTIONS
Archaeologists, explorers, Intelligence, military, other tribes.

SPECIALISATIONS
Guide/Tracker, Saboteur, Spy.

SKILLS

Guide/Tracker: Bargain, Folklore, Hide, Melee Weapon (Knife), Navigate, Other Language (any appropriate), Ride (Horse and Camel), Rifle, Survival (Desert), and Track.

Saboteur: As per Guide/Tracker, plus Conceal, Sabotage, and Sneak.

Spy: As per Guide/Tracker, plus Conceal, Espionage, Listen, Persuade, and Sneak.

BONUS

A Bedouin investigator can choose one of the following:

Sahra: the Bedouin investigator adds +10% to three of the following skills: Hide, Navigate, Ride, Survival (Desert), Sneak, or Track.

Vengeance is Mine: The Bedouin take slights against their honour very seriously. The Bedouin investigator adds +10% to relevant Track, Fist/Punch, Melee Weapon (Knife), and Rifle rolls when engaged in hunting down and punishing someone who has mortally offended him. The target must be a named individual and the bonuses do not apply to rolls involving anyone else.

Sav

- **Attribute Requirements:** Agility d6+, Vigor d6+.
- **Recommended Skills:** Knowledge (English), Knowledge (Navigate), Persuasion, Riding, Survival, Tracking.
- **Useful Edges:** Beast Bond, Born To Ride, Steady Hands, Water Diviner.
- **Special:** Bedouin characters start the game with a horse or camel as their personal mount.
- **Gear:** Bedouin characters start the game with their personal weapons, tents, and survival gear, but do not receive any funds.

"The camel and his driver –
each has his own plan."
– African proverb

NEW MILITARY OCCUPATIONS

28th Māori Battalion

The 28th Māori Battalion is raised from Māori recruits and earns a fearsome combat reputation and praise from Rommel himself. The Battalion is formed from Māori volunteers keen to practice their martial skills on enemies of the Crown. Only single men aged 21 to 35 are accepted. The battalion is formed of four rifle companies, 'A' to 'D' which are organised according to tribal loyalties. They are highly skilled at bayonet charges and close-combat fighting, and become the most decorated New Zealand unit of the war.

Blood Chits

The British in the Middle East issue two types of blood chits: a linen printed letter in English and Arabic, and a printed cardboard card the size of a contemporary railway ticket (2.25"×1.2"; 57mm× 30mm); flight crews are issued with the linen version, and ground forces with the cardboard version.

The cardboard blood chit is developed by A Force (the cover name for MI9 in the Middle East) and issued to the LRDG, SAS, and PPA troops operating behind enemy lines. It is printed in Arabic, promising the bearer payment in return for help in getting the Allied soldier (or soldiers) back to the safety of Allied territory.

To redeem it, the bearer has to present the blood chit to a British Embassy or consulate.

ENTRY CONDITIONS & PREREQUISITES

- CON must be 12 or more. DEX must be 12 or more.
- *Basic Training:* Army.

RANK

Enlisted; NCO; Officer.

SKILLS

Use the **Infantryman** template from *Achtung! Cthulhu: the Investigators' Guide to the Secret War*, p.75.

BONUS

A Māori investigator can choose one of the following instead of the Infantryman bonus:

Māori Warrior: Māori investigators can add +10% to their Close Combat, Folklore (Māori), Martial Arts, and Throw skills to reflect their Māori heritage and upbringing.

Death Strike: Māori investigators with Fist/Punch, Close Combat, and Folklore (Māori) skills greater than 75% plus a pure blood heritage can use the Death Strike ability to kill their human opponent instantly with a Fist/Punch attack if they achieve a critical success (01-05).

Tohunga: Māori investigators with the Folklore (Māori) skill at greater than 60% can perceive, with a successful POW×5 roll, any *atua* or *taniwha* (supernatural beings and monsters) who may be invisible, for 1D6 combat rounds.

- **Attribute Requirements:** Agility d6+, Vigor d6+.
- **Recommended Skills:** Notice, Throwing.
- **Useful Edges:** Infantrymen need all the Combat Edges they can get. Also, see the Tohunga Weird Edge.
- **Special:** none.
- **Gear:** none.

Askari (Tribal Soldier)

"*Askari*" is Arabic for soldier. French, British, and Italian colonies in East Africa all employ native troops, as do French and Italian colonies in North Africa (although these native troops are not technically *askari*, they are also covered by this template).

Askaris are generally used for garrison and peace-keeping duties; some are also used in the *gendarmerie* or as native police. Native cavalry is known as *Spahis*, and native camel cavalry is known as *Méhariste*. Both are recruited from local tribes and wear uniforms based on their tribal clothing.

Goumiers are auxiliary troops recruited from the Berber tribes of the Atlas Mountains in Morocco, in Vichy and, later, Free French service. *Goumiers* are accomplished mountain troops, and before the war they serve as gendarmes combating Rif insurgents, and as scouts to French military forces in Morocco.

Tirailleurs are native light infantry in Vichy and later Free French service, and are recruited from Algeria, Morocco, and Senegal, as well as other French colonies. Tirailleurs are renowned for their expertise with the *coupe-coupe* or machete.

ENTRY CONDITIONS & PREREQUISITES (ASKARI)

- *Askari*: CON must be 8 or more. SIZ must be 12 or more.
- *Tribal Irregular:* none.
- *Basic Training:* Askari: Army; Tribal Irregulars: none.

RANK

Enlisted, NCO.

SPECIALISATIONS

Camel Cavalry, Cavalry, Infantry, Tribal Irregular.

SKILLS

Askari: Fieldcraft, Other Language (English, French, or Italian), and Rifle, plus five skills from the following: Close Combat, Craft, Folklore, Heavy Weapons, Law, Listen, Mêlée Weapon (Spear), Mêlée Weapon (Sword), Natural History, Ride, Scrounge, Spot Hidden, Survival, Tactics, Throw, or Track.

Cavalry: Fieldcraft, Other Language (English, French, or Italian), Ride (Horse or Camel, as appropriate) and Rifle, plus four skills from the *Askari* list.

Tribal Irregular: Listen, Natural History, Occult, Spot Hidden, Survival, Throw, and two skills as personal specialties.

BONUS

Live off the Land: the Askari investigator adds +10% to three of the following skills: Fieldcraft, Listen, Natural History, Survival, or Track.

GOUMIER & TIRAILLEUR

C1th

Use the ***Askari*** template to generate other rank *Goumier* and *Tirailleur* characters.

Use the **Infantryman** template from the *Achtung! Cthulhu: the Investigators Guide to the Secret War*, p.75, to generate French *Goumier* and *Tirailleur* officers. Officers receive Anthropology at 25% and Other Language (Arabic or Senegalese) at EDU×3.

BONUS

In addition to *Blood & Guts* (*Investigator's Guide*, p.75), *Goumier* investigators may choose one of the following:

Mountain Goat: Goumier investigators can roll two sets of dice when attempting Climb checks and choose the result they want.

Silent Night: A *Goumier* investigator can add +20% to their Fieldcraft skill if they are sneaking or hiding in darkness. They do not receive this bonus in daylight or artificial light.

In addition to *Blood & Guts* (*Investigator's Guide*, p.75), *Tirailleur* investigators may choose one of the following:

Coupe-coupe Master: the *Tirailleur* investigator is an expert in the use of the *sabre d'abbatis* or *coupe-coupe* in close quarter combat. The investigator can add +1 to either STR or DEX, and add 15% to their Close Combat skill.

A Homeland Never Seen: Tirailleur investigators add 10% to their Other Language (French), Rifle, and Tactics skills. They can add an additional +5% to their Tactics skill if a commanding NCO or officer invokes the spirit of the French Republic with a successful Command, Fast Talk, or Persuade roll.

Sav

- **Attribute Requirements:** none.
- **Recommended Skills:** Knowledge (English, French, or Italian), Riding, Survival, Throwing, Tracking.
- **Useful Edges:** Alertness, Linguist, Woodsman.
- **Special:** none.
- **Gear:** none.

French Foreign Legion (*Légion Étrangère*)

Consisting largely of foreign nationals, the Legion is initially established as a branch of the French Army in 1831 by the then King, Louis Philippe, in an attempt to make use of revolutionaries and troublemakers by redeploying them against the enemies of France. During the 19th Century it is used to expand the French Colonial Empire in Africa, as well as serving on a variety of other fronts. During World War Two, it sees action in the Norwegian, Syrian, and North African campaigns. Some troops are loyal to the Vichy regime whilst others join the Free French, leading to battles where Legionnaires are present on both sides. Their most famous engagement comes during the Battle of Bir Hakeim).

C1th

ENTRY CONDITIONS & PREREQUISITES

- CON must be 11 or greater.
- *Basic Training:* Army.

RANK

Enlisted, NCO, Officer.

SKILLS

Rifle, Other Language (French), Survival (Desert) and Tactics, plus four skills from the following: Artillery (Direct fire), Close Combat, Drive Automobile or Ride, Fieldcraft, Fist/Punch, Folklore (Legion), Grapple, Handgun, Heavy Weapons, Kick, Military Doctrine, Rifle Grenade, Scrounge, Submachine Gun, or Throw.

All legionnaires receive Other Language (appropriate native) at EDU×5, Other Language (French) at EDU×2, Folklore (Legion) at 25%, and Scrounge at 25%.

BONUS

As well as *Blood and Guts*, legionnaire investigators may choose one of the following:

Old Sweat: The legionnaire investigator is a seasoned veteran of the Legion, from before the war. They can add +1 to CON and +15% to Survival (Desert).

White Kepi: The legion is home to the investigator. They can add +10% to three of the following skills: Folklore (Legion), Institutional Lore, Other Language (French) or Tactics.

Sav

- **Attribute Requirements:** none.
- **Recommended Skills:** Knowledge (French), Notice, Throwing.
- **Useful Edges:** Any Combat Edge, Common Bond, Linguist, Water Diviner.
- **Special:** none.
- **Gear:** none.

Greek Sacred Band

Royal Hellenic Army officers who escape the German invasion of Greece raise the Greek Sacred Band in 1942. The Greek Sacred Band (or Regiment) carries with it traditions from Ancient Greece and the Greek War of Independence, including refusing no task it is set, and dying to the last man if necessary. The Band's motto is "Return Victorious or Dead", and it is rumoured that they expect 50% casualties in any raid and feel frustrated if this is not the outcome. The Greek Sacred Band first sees action as jeep raiders with the Special Air Service, but finds fame raiding occupied islands in the Aegean and Dodecanese by *caïque* (p.62) with the Special Boat Squadron (p.38).

Use the **SAS Jeep Raider** occupation (p.37) to create Greek Sacred Band investigators. All Greek Sacred Band investigators are officers, their native language is Greek, and they additionally receive Other Language (English) starting at EDU×3.

BONUS

A Greek Sacred Band investigator can choose the following instead of one of the SAS bonuses:

Victory or Death: an injured investigator can act in combat as if unaffected until their negative Hit Points equal their CON/2, at which point they succumb to their wounds (so an investigator with CON 14 can keep fighting until his Hit Points reach -7). He does not have to make CON rolls to stay conscious, but he might need to make other rolls (at the Keeper's discretion) to succeed in his actions, e.g. DEX rolls to walk if missing a foot.

- **Attribute Requirements:** Vigor d6+.
- **Recommended Skills:** Driving, Healing, Knowledge (Communications), Knowledge (Demolitions), Knowledge (English), Notice, Repair, Survival.
- **Useful Edges:** Ace, Assassin, Commando, Demo Man, Jump Qualified, Jury Rig, Nerves of Steel, No Mercy, Quick Draw, Steady Hands.
- **Special:** none.
- **Gear:** none.

Long Range Desert Group

The Long Range Desert Group (LRDG) is the first special forces unit to be raised in the Western Desert, and one of the most successful. After Italy declares war on Britain in June 1940, the LRDG's founder, Ralph Bagnold, suggests that a unit be formed to guard Egypt's unprotected southwestern border and carry out intelligence gathering in Italian Libya. The idea is quickly approved by Gen. Archibald Wavell and Bagnold is commissioned to form such a unit. The Long Range Patrol (as the unit was first known) is born as a result.

Ralph Bagnold

Ralph Alger Bagnold (1896-1990). Born into a military family, Bagnold serves with distinction during World War One as a member of the Royal Engineers and the Signals Corps. After taking a break to obtain a masters degree from Cambridge University, he returns to active service, first in Egypt and then along the North West Frontier. Bagnold is well-known in the 1930s as a pioneer of desert exploration (for which he wins a Gold Medal from the Royal Geographical Society in 1934), and for his expeditions in the wastes of the Qattara Depression and the Great Sand Sea in a Model T Ford. Having left the army in 1935 on health grounds, he builds his own wind tunnel in order to study sand dunes and writes one of the definitive text books on the subject before rejoining the Army at the onset of World War Two.

Bagnold's group has several mission objectives: to penetrate enemy territory through the unguarded southern reaches of the Sahara desert; to carry out reconnaissance of the Tripoli to Benghazi road and the traffic using it (called a "road watch" in unit parlance), as well as other general reconnaissance activities in preparation for upcoming operations; to carry out raids on enemy lines of communication, bases, and transport (called "beat-ups" in unit slang) on its own or in conjunction with wider operations; and to provide path-finding and transport for commandos and secret agents into and out of enemy territory. The group is so successful that the Italians and Germans both have special units hunting it.

> Refusing no task, the Band's motto is "Return Victorious or Dead".

Initially operating out of Cairo (the location of its headquarters), as the war progresses the LRDG establishes forward operating bases at the Kufra and Siwa oases, reducing travel times from Cairo to behind enemy lines (although Siwa has to be abandoned when Rommel advances, only later being reoccupied by the LRDG).

The LRDG is a mixed nationality unit, comprised of self-sufficient, fit and mentally tough soldiers recruited from New Zealand and Rhodesia, along with volunteers from the Guards Brigade and Yeomanry (territorial cavalry) units. Each patrol has its own specialist navigator, signaller, medic, and fitter.

At the end of the North African campaign the LRDG is retrained and re-equipped for operations in Italy and the Balkans.

ENTRY CONDITIONS & PREREQUISITES

- CON must be 10 or more. DEX must be 10 or more. INT must be 13 or more.
- *Basic Training:* Army.

RANK

Enlisted, NCO, Officer.

SPECIALISATIONS

Driver, Fitter, Medic, Navigator, Signaller, Trooper.

SKILLS

Fieldcraft, Military Doctrine, Rifle, and Survival (Desert). In addition, select one specialisation and its skills, plus 2 skills from any other specialisations:

Driver: Drive Automobile, Spot Hidden.

Fitter: Electrical Repair, Jury Rig, Mechanical Repair.

Medic: First Aid, Medicine, Pharmacy.

Navigator: Astronomy, Navigate.

Officer: Command, Handgun or Heavy Weapons (Machine Gun) or Submachine Gun, Psychology or Tactics; plus Officer skill advances—see *Achtung! Cthulhu: the Investigators Guide to the Secret War*, p.69.

Signaller: Cryptography, Electrical Repair, Radio Operator.

Trooper: Handgun or Submachine Gun, Heavy Weapons (Machine Gun), Rifle Grenade or Throw.

BONUS

LRDG investigators may choose one of the following, if they qualify:

Desert Explorer: the LRDG investigator adds +10% to their Drive Automobile, Navigate, and Survival (Desert) skills to reflect pre-war desert experience.

Escape Trek: LRDG investigators deprived of water, rations and/or transport, who have to walk to safety, may make all CON rolls for dehydration, heat, and sun exposure at one level higher than normal, e.g. CON×5 becomes CON×6. They may also re-roll failed CON rolls at the normal level, e.g. CON×5. If this roll is failed, the rule's effect is applied.

Guards Brigade: LRDG investigators with a Guards background can choose a Guards bonus. See the *Achtung! Cthulhu: the Investigators Guide to the Secret War*, pp.80-81.

New Zealander: Kiwi LRDG investigators can choose the national bonus, as described on p.41.

Veldt-Lander: most Rhodesian volunteers are young, single farmers, hunters, or otherwise used to life on the veldt. LRDG investigators from Rhodesia add +10% to their Fieldcraft, Rifle, and Track skills.

- **Attribute Requirements:** Smarts d6+.
- **Recommended Skills:** Driving, Healing, Knowledge (Communications), Knowledge (Cryptography), Knowledge (Navigation), Notice, Repair, Throwing.
- **Useful Edges:** any Combat Edge, Radio Head.
- **Special:** none.
- **Gear:** none.

Middle East Command Camouflage Directorate

In the featureless wastes of North Africa there is no place to hide but, thanks to a generous application of guile, not all is what it seems. The camouflage unit makes a significant contribution to the desert campaign by convincing Axis commanders that British and Commonwealth forces are greater than they actually are, as well as being able to perform sleight of hand as to where those forces actually are.

The Camouflage Directorate is formed in 1941 after Geoffrey Barkas publishes an army booklet called *Concealment in the Field*, which is so popular that it becomes required reading in Egypt. "Camouflage" is involved in a variety of operations, including creating fake railheads, exaggerating artillery damage, and turning trucks into tanks (and vice versa).

Camofleurs usually come from an artistic background, such as theatre production or film-making, and a Camofleur investigator is definitely a little different to the usual choices, with a combination of artistic and military skills.

ENTRY CONDITIONS & PREREQUISITES

- INT must be 12 or more. DEX must be 12 or more.
- *Basic Training:* Army.

RANK

Enlisted; NCO; Officer.

SKILLS

Use the **Infantryman** template from *Achtung! Cthulhu: the Investigators' Guide to the Secret War*, p.75. Investigators can add the following skills to their skill pick list: Art, Craft, Conceal, Jury Rig, Mechanical Repair, and Scrounge.

BONUS

A Camoufleur investigator can choose one of the following instead of the Infantryman bonus:

Artistic: Camoufleur investigators can add +10% to three skills from the following: Art, Craft, Conceal, Jury Rig, or Mechanical Repair.

Magician: Camoufleur investigators can add +10% to three skills from the following: Conceal, Fast Talk, Hypnotism, Locksmith, or Occult.

- **Attribute Requirements:** Agility d6+.
- **Recommended Skills:** Lockpicking, Notice, Persuasion, Repair, Stealth, Throwing.
- **Useful Edges:** Mechanically Inclined, Scavenger.
- **Special:** none.
- **Gear:** none.

Privateer, No.1 Demolition Squadron

No.1 Demolition Squadron, better known as Popski's Private Army (PPA), is the third and last raiding special forces unit to be formed in the Western Desert campaign. It is also part of the 8th Army, unlike the LRDG and the SAS which report to GHQ MEF. It is also the smallest independent unit in the British Army.

Formed by Major Vladimir "Popski" Peniakoff in late 1942 in only 14 days, the PPA's original mission is to operate in the Jebel Akhdar, shepherding escaped POWs and conducting opportunistic sabotage, reconnaissance, and intelligence gathering operations using Arab tribesmen. However, the rapidly changing face of the conflict forces Peniakoff to create new objectives almost immediately. For the first two months of its operation, the PPA conducts reconnaissance and mapping surveys with the LRDG, before moving on to harassing enemy convoys and raiding enemy headquarters and landing grounds to spread "alarm and despondency".

The PPA's 23 troops are all reduced to Private or Lieutenant on posting to the unit; there is no drilling or saluting, and all ranks mess together. Men are frequently Returned to Unit (RTUed) for misdemeanours or inadequacies. The unit's HQ is extremely small: there is no adjutant, no quartermaster, no tradesmen, and virtually no equipment or weaponry; instead, the PPA has carte-blanche to draw stores from neighbouring units. The PPA uses four Jeeps and two three-ton trucks, all of which are armed with Vickers GO machineguns (p.47).

The PPA is less elitist than any other Special Forces unit, as ability and "can-do" attitude are rated more highly than any other attribute. After their exploits in North Africa, Popski's men go on to serve with distinction in Italy, before finding themselves in Austria as the war draws towards its denouement.

ENTRY CONDITIONS & PREREQUISITES

- Successful Fast Talk, Luck, or Persuade roll to convince the CO you are the man for the job.
- *Basic Training:* Army.
- The investigator can optionally choose to complete Commando Training (*Achtung! Cthulhu: the Investigator's Guide to the Secret War,* p.85).

RANK

Enlisted, NCO, Officer.

SKILLS

Demolitions, Drive Automobile, Rifle, Survival (Desert), plus five skills from the following: Astronomy, Close Combat, Cryptography, Electrical Repair, Fieldcraft, First Aid, Handgun, Heavy Weapons (Machine Gun), Jury Rig, Mechanical Repair, Navigate, Radio Operator, Submachine Gun, or Tactics.

BONUS

Three Ws: Peniakoff is keen on his men applying their minds to the fundamental problems of soldiering: "Where am I?", "Where is the enemy?", and "Where are my friends?". Privateer investigators add +15% to Fieldcraft and Tactics.

- **Attribute Requirements:** none.
- **Recommended Skills:** Driving, Knowledge (Cryptography), Knowledge (Demolitions), Knowledge (Navigation), Notice, Persuasion, Repair, Survival.
- **Useful Edges:** Common Bond, Commando, Demo Man, Luck, Scavenger, Scrounger.
- **Special:** none.
- **Gear:** none.

Special Air Service "Jeep Raider"

The Special Air Service is the most famous of the Special Forces units created in the Western Desert. Training is exhaustive, emphasising explosives, navigation, parachuting, night movement, Allied and Axis weapons handling, and fitness.

Lieutenant David Stirling arrives in the Middle East in early 1941 with Col. Robert Laycock's Layforce Commando group. Whilst convalescing after a parachute training accident, Stirling conceives the idea of a small unit that can be inserted behind enemy lines by boat or submarine, and whose effects would be multiplied by the surprise nature of the attack.

Once recovered, Stirling manages to infiltrate GHQ Cairo without a pass and, whilst dodging security, ends up in the office of the Deputy Chief of Staff Middle East Forces, General Ritchie. Realising his good fortune, Stirling presents his hand-written memo to Richie who, in turn, recommends the suggestion to the Commander-in-Chief, General Auchinleck. The creation of "L Detachment Special Air Service Brigade" is authorised, with Captain Stirling as commanding officer. L Detachment is the first real unit of what has previously been an entirely fictional force (see *Acthung! Cthulhu: the Investigator's Guide to the Secret War*, p.6)

Nicknamed the "Phantom Major" by the Germans, Stirling's ongoing successes see him gain several promotions and he is permitted to recruit more officers and men. His luck deserts him when he is captured by a German anti-SAS

patrol in January 1943. He escapes, is betrayed, and is recaptured by the Italians, eventually ending up in Colditz Castle after another four escape attempts. After Stirling's capture, the SAS comes under direct Middle East HQ control, with Paddy Mayne (who, alongside Jock Lewes, is one of the SAS' most influential officers) in charge of 1 SAS and Stirling's brother, Lieutenant-Colonel William Stirling, in charge of the newly created 2 SAS in Algeria.

Cth

ENTRY CONDITIONS & PREREQUISITES

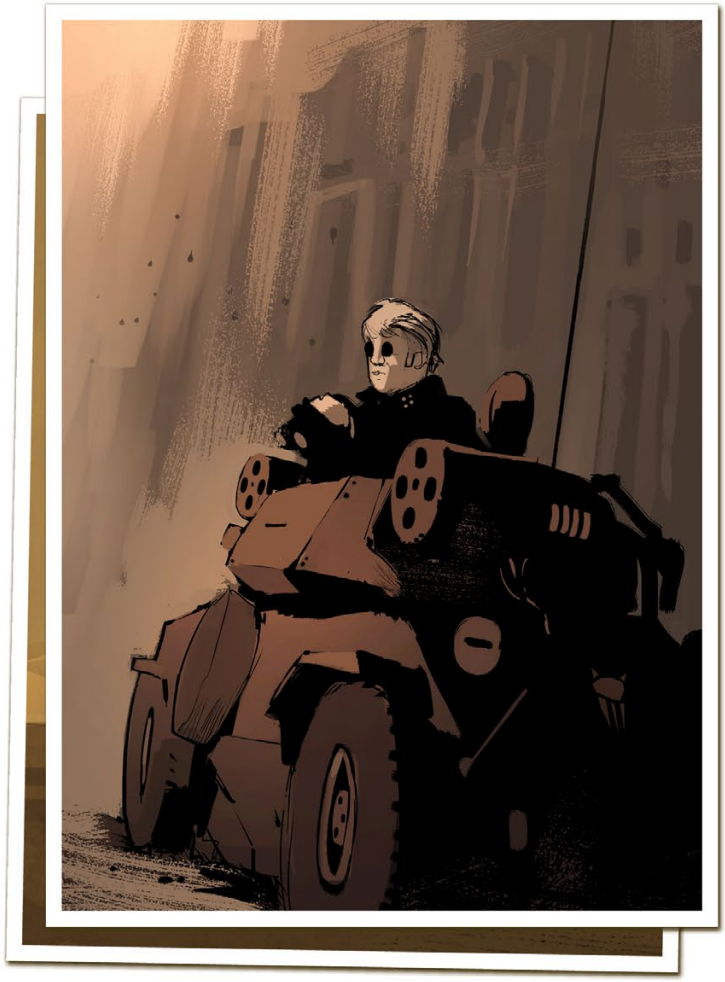
- CON must be 13 or greater. STR must be 11 or greater. DEX must be 10 or greater.
- *Basic Training:* Army
- The investigator must successfully complete Commando and Parachute Training.

RANK

Enlisted, NCO, Officer.

SKILLS

Demolitions, Fieldcraft, Martial Arts, Military Doctrine, Parachute, Rifle, Submachine Gun, Survival (Desert), and Tactics, plus three skills from the following: Close Combat, First Aid, Drive Automobile, Handgun, Heavy Weapons, Radio Operator, Throw.



Thanks to David Morris

BONUS

SAS investigators can choose two of the following:

Blitz Buggy: SAS investigators can fire from a moving vehicle without penalty if they are using automatic weapons, but the burst fired is halved (round up) for the purposes of determining how many bullets hit the target (see *Call of Cthulhu, Sixth Edition*, p.63 for further details).

Demolition Man (STR×3): Paddy Mayne reputedly destroys an aircraft's cockpit with his bare hands during an airfield raid. SAS investigators may, in extremis, physically damage enemy materiel with nothing but their own brute strength if they have run out of explosives or ammunition. On a successful STR×3 roll, the investigator does 3D6+db damage to inanimate objects only.

Quick Draw (DEX×3): on a successful skill check, the investigator can ignore the effects of a surprise attack on his DEX rating.

Ruthless: SAS investigators can double-tap enemy targets automatically if their weapon skill is 60% or greater, and their skill roll is successful. Roll damage twice to represent two hits. This bonus is only available with semi-automatic weapons. Any use of the Ruthless bonus uses two rounds of ammunition whether successful or not.

Silent Kill ([STR+DEX]×2): a successful melee skill check grants the investigator an automatic impale attack. On a Critical Success (01-05), the person being attacked is killed instantly.

Sav

- **Attribute Requirements:** Vigor d6+.
- **Recommended Skills:** Driving, Healing, Knowledge (Communications), Knowledge (Demolitions), Notice, Repair, Survival.
- **Useful Edges:** Ace, Assassin, Commando, Demo Man, Jump Qualified, Jury Rig, No Mercy, Quick Draw, Steady Hands.
- **Special:** none.
- **Gear:** none.

Special Boat Section Folbotier

Captain Roger "Jumbo" Courtney of 8 Commando demonstrates the effectiveness of kayak raiding to his superior officers with a series of practical demonstrations against ships in harbour in 1940, and the Folbot Section is born. It is posted to the Middle Eastern theatre as part of 8 Commando and Layforce in February 1941.

Once in the Mediterranean, the Folbot section officially becomes the Special Boat Section (SBS) and begins training aboard Royal Navy submarines operating out of Alexandria. Working in two-man teams, the SBS conducts

reconnaissance, sabotage raids on high-value communications targets, and agent drops amongst the Mediterranean islands and along the Italian coast.

Dropped as close as possible to their target by submarine, the Folbots take thirty minutes to assemble on the submarine's upper casing, and are extremely easy to damage. Other equipment is also limited: there are no radios, wetsuits, or drysuits, and torches are improvised. However by 1943, most of these limitations have been solved. The Cockle Mk.I* can be manoeuvred through a submarine hatch and made ready in two minutes. Infra-red signal lamps (RG; p.47) and an ingenious signalling device known as a "bong stick" (p.47) allow canoeists and vessels to rendezvous undetected from shore, and the first specialist suits are introduced.

Due the SBS' successes, Courtney is promoted to Major and ordered back to Britain to establish a second special boat unit. The SBS is absorbed by the SAS in September 1942 as D squadron, along with the Greek Sacred Band. Courtney returns to North Africa with 2 SBS in November 1942, which simply becomes the Special Boat ***Section*** as 1 SBS no longer exists. The Special Boat ***Squadron***, commanded by Major Lord George Jellicoe, is later spun off from the SAS in 1943 as a separate raiding entity, and is outside the scope of this book. The SBS conducts a number of Top Secret missions prior to Operation Torch, including landing American officers in Algeria to discuss invasion plans with their Vichy counterparts, carrying out beach reconnaissance, and guiding landing craft on to the invasion beaches.

ENTRY CONDITIONS & PREREQUISITES

- SBS investigators' CON must be 13 or greater; their STR must be 12 or greater, and their DEX must be 8 or greater.
- *Basic Training:* Army.
- The investigator must successfully complete Commando Training.

RANK

Enlisted, NCO, Officer.

SKILLS

Demolitions, Fieldcraft, Pilot (Kayak), Swim, and Submachine Gun, plus 5 skills from the following: Close Combat, First Aid, Handgun, Heavy Weapons (Machine Gun), Martial Arts, Military Doctrine, Navigate, Spot Hidden, Survival, Radio Operator, Rifle, Tactics, or Throw.

BONUS

SBS investigators can choose two of the following:

Below the Waterline: The SBS investigator knows exactly where to place the Limpet Mk.II explosive or demolition charge to create the most damaging effect. With a successful Demolitions roll, he can duplicate the effects of a successful Sabotage roll as well.

Dolphin: the SBS investigator is a strong and experienced swimmer. He adds +20% to his Swim skill, and treats all CON and STR tests due to swimming (e.g. drowning) at one level higher than normal, e.g. CON×5 becomes CON×6.

Guile Not Strength: The SBS investigator is a cunning raider and knows it is better to sneak in and out undetected, and without confrontation, before the charges detonate. SBS investigators can add +10% to three of the following skills: Climb, Fieldcraft, Listen, Spot Hidden, or Tactics.

Quick Draw (DEX×3): on a successful skill check, the SBS investigator can ignore the effects of a surprise attack on his DEX rating.

Silent Kill ([STR+DEX]×2): a successful melee skill check grants the SBS investigator an automatic impale attack. On a Critical Success (01-05), the person being attacked is killed instantly.

Special Operations

Besides carrying out smaller raids against enemy installations almost continuously, the SAS is involved in several larger operations before the end of the war in North Africa. Details of their service from 1943 onwards can be found on p.45 of *Achtung! Cthulhu: the Keeper's Guide to the Secret War*.

November 1941: Operation Crusader. The SAS' first mission is a disaster. Of the sixty-two men parachuted onto five targets in bad weather, only twenty-two men are picked up by the LRDG the following day, the rest having been captured, killed, or gone missing. Realising the weaknesses of parachute insertion, and the reliability of the LRDG taxi service, Stirling proposes working with the LRDG for future raids, before the SAS acquires their own jeeps in July 1942 and becomes truly independent.

January 1942: the SAS joins forces with the Special Boat Section (SBS) for a raid on shipping and fuel dumps at Bouerat port, Libya.

September 1942: Along with the LRDG, the SBS, and the Special Interrogation Group (SIG), the SAS takes part in Operation Agreement. The SAS's part is Operation Bigamy, intended to destroy harbour facilities at Benghazi and aircraft at Bebina airfield, but the convoy is discovered at an Axis checkpoint around dawn and the operation is aborted. L Detachment subsequently becomes the 1st Special Air Service Regiment, incorporating the SBS, the Greek Sacred Band, the Middle East Commando, and the Free French Parachute Company.

- **Attribute Requirements:** Strength d6+, Vigor d6+.
- **Recommended Skills:** Boating, Knowledge (Communications), Knowledge (Demolitions), Knowledge (Navigation), Healing, Notice, Survival, Swimming.
- **Useful Edges:** Ace, Assassin, Commando, Demo Man, Frogman, Quick Draw, Squid.
- **Special:** none.
- **Gear:** none.

Special Interrogation Group Infiltrator

The Special Interrogation Group (SIG) is formed in 1942 by a British Intelligence officer, Captain Herbert Buck MC, in order for Allied troops to carry out sabotage whilst dressed in German uniform. The original recruits are twelve German Jewish émigrés to Palestine who join No.51 Middle East Commando and then volunteer to fight in German uniform, despite the expected consequences if caught. Other recruits include Free Czech and Free French fighters, and two *Afrika Korps* NCO prisoners are recruited from POW camps to teach current German military procedure. SIG recruits are trained in unarmed combat, German weapons proficiency, and navigation.

The SIG suffers serious casualties in a failed raid on airfields in the Derna-Martuba area in June 1942 after one of the ex-prisoners betrays the party to the Germans, and during the doomed Operation Agreement raid on Tobruk in September 1942. By December 1942 the unit has ceased to exist due to problems with recruitment.

They volunteer to fight in German uniforms, despite the consequences if caught.

ENTRY CONDITIONS & PREREQUISITES

- SIG investigators' CON must be 11 or greater; their STR must be 11 or greater, and their DEX must be 8 or greater. They should also have a background that enables them to speak German.
- *Basic Training:* Army.
- The investigator must successfully complete Commando Training.

RANK

Enlisted, NCO.

SKILLS

Close Combat, Demolitions, Martial Arts, Military Doctrine, Navigate, Other Language (German), Rifle, and Sabotage, plus 2 skills from the following: Drive Automobile, Fast Talk, Handgun, Other Language (English), Persuade, Psychology, Submachine Gun, Survival, Tactics, or Throw.

Other Language (German) starts at EDU×3, unless a native speaker. Jewish SIG investigators should also purchase Other Language (Hebrew).

BONUS

SIG investigators can choose one of the following:

Quick Draw (DEX×3): on a successful skill check, the investigator can ignore the effects of a surprise attack on his DEX rating.

Payback: Jewish SIG investigators do maximum normal damage for successful melee attacks against German troops; Critical attack damage is rolled normally. Normal damage is rolled for all other troops.

Silent Kill ([STR+DEX]×2): a successful melee skill check grants the investigator an automatic impale attack. On a Critical Success (01-05), the person being attacked is killed instantly.

Zionist: SIG investigators fighting the Nazis for Zionism and a Jewish homeland can add +30% to one of the following: Demolitions, Espionage, or Tactics.

- **Attribute Requirements:** Strength d6+, Vigor d6+.
- **Required Skill:** Knowledge (German).
- **Recommended Skills:** Driving, Knowledge (Demolitions), Knowledge (Espionage), Knowledge (Navigation), Knowledge (Psychology), Persuasion, Stealth, Survival.
- **Useful Edges:** Assassin, Demo Man, No Mercy, Quick Draw, Thief.
- **Special:** none.
- **Gear:** none.

PERKS & PRIVILEGES

The following bonuses can be taken instead of those that form part of a character's occupation template. For example, an Indian infantryman could choose *Professional* as his bonus as opposed to either *Blood and Guts*, *Five Rounds Rapid*, or *Scrounger* (the *Investigator's Guide*, p.75).

Possible advantages for investigators following their national stereotype are covered by the National Identity Edge on p.110 in *Achtung! Cthulhu: the Investigator's Guide To The Secret War*. New National Identity Edges can be found below, along with other Edges that are associated with a particular nationality.

Australia

Approximately 51,000 Australians serve in North Africa and Syria in the 6th, 7th, and 9th Divisions of the Second Australian Imperial Force, and Aussie troops participate in all of the major battles of the Western Desert campaign. They are volunteers: young, tough, and raring to go, and are commanded by experienced officers who served in World War One. The "Digger" steps up for overseas service because he thinks the war is morally right, and because he sees it as an adventure. Australian troops have a reputation of formidable soldiering and a relaxed attitude to the chain of command. Australian investigators can choose any suitable Naval, Army, or Air Force occupation from *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, but cannot choose British Special Forces occupations unless they are serving in the British Army itself.

Australian investigators may choose one of the following bonuses instead of that provided in the existing template:

Aussie Spirit: Australian troops have a legendary reputation for fighting spirit. The investigator can add +10% to three of the following skills: Close Combat, Fist/Punch, Grapple, Survival (Desert), or Tactics.

Larrikin: The Australian investigator has a disdain for authority and conventional propriety, especially anything English. The investigator adds +10% to their Fast Talk, Fist/Punch, and Scrounge skills.

Veteran: The officer investigator is a veteran of the Great War. The investigator can add +10% to three of the following skills: Command, Fieldcraft, Military Doctrine, Survival (Desert), or Tactics.

BACKGROUND EDGE: NATIONAL IDENTITY
Requirements: Novice, Wild Card

Australian Mellow: the Australians are famous for their laid-back attitude about matters which stress other people out. Australian characters with this Edge can ignore one point of negative modifiers when making Fear checks. This modifier is then carried over onto the Horror and Terror table if the roll fails.

India

The Indian Army at the start of World War Two is an experienced but less well equipped force of just under 200,000 men, reaching 2.5 million men by 1945. Recruited mainly from the Bengal, Bombay, and Madras regions, the Indian Army sepoy is a well trained professional commanded by British or Indian officers. The India Army provided two divisions of troops to the Commonwealth forces in the Middle East, and its troops see action in East Africa, Iran, Libya, Syria, and Tunisia.

Indian army investigators may choose any Infantry, Engineer, Signals, or common service occupation from *Achtung! Cthulhu: the Investigators Guide to the Secret War*. All Indian Army investigators receive Other Language (English) starting at EDU×3; British Indian Army officers have Other Language (Bengali, Gujurati, Punjabi, Pashtu, or Tamil, etc.) as appropriate to their command at EDU×3 in addition to the Anthropology skill .

Indian Army investigators may choose the following bonus instead of that provided in the existing template:

Professional: an Indian investigator adds +5% to their Fieldcraft, Rifle, and Tactics skills to reflect their training and experience. They can also attempt to pass the Mountain & Winter Warfare training package (see *Achtung! Cthulhu: the Investigators Guide to the Secret War*, p.85) to reflect service on the rugged North West Frontier.

BACKGROUND EDGE: NATIONAL IDENTITY
Requirements: Novice, Wild Card

Indian Professionalism: the Indian troops in North Africa are well trained and very professional. They may roll a d8 Wild Die instead of a d6 when firing a rifle.

New Zealand

New Zealand, unlike other British Dominions, does not prohibit its forces from serving in British units or under British command, therefore Kiwi investigators can choose any appropriate British military or special forces occupation, such as the LRDG (p.35). New Zealander army and naval forces also exist in this theatre; the second New Zealand Expeditionary Force is sent to the Middle East where it is known as the 2nd New Zealand Division, and the Royal New Zealand Navy has a single ship, HMNZS *Leander*, in the Mediterranean, but there are no purely Kiwi squadrons in the Desert Air Force.

Kiwi investigators may choose the following bonus instead of that provided in the existing template:

Self-Sufficient: a Kiwi investigator adds +10% to their Drive Automobile, Jury Rig and Natural History skills to reflect their colonial upbringing.

BACKGROUND EDGE: NATIONAL IDENTITY
Requirements: Novice, Wild Card

New Zealand Toughness: Kiwis are well known for being hard men who do not give (nor expect) quarter on the sports (or battle) field. A character embodying this stereotype rolls a d8, not a d6, as his bonus die when he gets a raise on an attack.

WEIRD EDGE: TOHUNGA
Requirements: Novice, Maori, Spirit d6+, Knowledge (Occult) d6+

Some Māori are born with the ability to see the supernaturally hidden. They may make a Spirit roll opposed by the

invisible creature's Stealth. Success allows the investigator to detect the creature for a number of rounds equal to half their Spirit die.

South Africa

The Union of South Africa provides troops and aircraft to the Allied efforts in North Africa. The South African First and Second Infantry Divisions serve at Tobruk, Gazala, Mersa Matruh, and El Alamein, and most of the common armed forces occupations are available to South African military investigators. The South African Air Force provides air support to Commonwealth troops in the East African campaign, flying fighters, bombers, and reconnaissance aircraft; SAAF investigators can therefore choose any Air Force or common service occupation (see *Achtung! Cthulhu: the Investigators Guide to the Secret War*, Ch. 5 [Cth]/Ch.7 [Sav]). South Africa does not have a naval presence in the Mediterranean, so South African naval characters are restricted to serving in the British Royal Navy.

South African investigators can choose the following bonus instead of that provided in the existing template:

Cth *Boer:* a South African investigator can add +10% to three skills from the following list: Drive Automobile, Natural History, Other Language (Afrikaans), Ride, or Rifle.

Sav ***BACKGROUND EDGE: NATIONAL IDENTITY***

Requirements: Novice, Wild Card

Boer Stoicism: the Boers are a hardy people who literally carved their country from the unforgiving plains of Southern Africa. These years of suffering have created a people who take a perverse pleasure in suffering the deprivations of the environment. Boers can ignore the effects of the first two levels of Fatigue.

Sav Other Nationalities

BACKGROUND EDGE: NATIONAL IDENTITY

Requirements: Novice, Wild Card

African Superstition: some colonial troops come from a tribal background where even though they may have been brought up with (or converted to) the Christian or Muslim faith, their forefathers worshipped the tribal – maybe even Mythos – gods of old, and these beliefs permeate the culture and knowledge of the tribe today. Colonial troops who take this Edge gain a +2 on Knowledge (Occult) and Healing rolls, as they are aware of the old superstitions and tribal remedies.

Arabic Courtesy: the Arabs are famed for their hospitality, and once you have been invited into their home you are treated as a member of their family. Characters who take this Edge are treated as if they have the Common Bond Edge, even if they do not meet its requirements.

Sav New Edges

COMBAT EDGE: COMFORTABLY NUMB

Requirements: Novice, Spirit d6+

Conflict has been part of this character's life for as long as he can remember. He has witnessed—and, maybe, committed—terrible things, and has become totally desensitised to the mental trauma of the war. This character need never make Fear checks when confronted with the mundane horrors of war.

PROFESSIONAL EDGE: BORN TO RIDE

Requirements: Novice, Agility d8+, Riding d6+

Some people seem to have been born in the saddle, and seemingly learned to ride before they could even walk. Characters with this Edge gain a +2 on Riding rolls. In addition, they may also spend Bennies to make Soak rolls for their mount. This is a Riding roll at –2 (cancelling their usual +2). Each success and raise negates a wound.

This Edge replaces the Beast Bond Edge.

PROFESSIONAL EDGE: WATER DIVINER

Requirements: Novice, Spirit d6+, Survival d8+, Tracking d8+

Some adapt to life in the desert in a way which others can only wonder at. They are able to read the seemingly featureless wastes like a book, and have an almost supernatural ability to find water. Those with this Edge gain +2 to Tracking, Survival, and Stealth rolls made in the desert (not towns, ruins, or underground), and can also detect the location or direction of a natural water source with a successful Survival roll.

Sav New Hindrance

MENTALLY FRAGILE (MINOR)

Your character finds it difficult to cope with the realities of war. The maximum amount of Dementia he can withstand before his Sanity is lowered is one less than normal.

CHAPTER 5

Coffee Pots and Jerry Cans

"In a man-to-man fight, the winner is he who has one more round in his magazine."
- Field Marshal Erwin Rommel

Although much of the equipment to be found in North Africa and the Middle East is the same as that in Europe, the rigours of desert life do force a degree of adaptation even in the most hidebound of military regimens. This chapter looks first at the differences in uniform before providing descriptions of new weapons and gadgets for both the Axis and Allies.

Thanks to Andreas Jauss

COMMON MILITARY EQUIPMENT

Due to their colonial holdings and military history, British and Commonwealth troops are well equipped to fight in the desert. Their approach to desert survival, however, is to try and ignore it; troops sleep in blankets on the sand and attempt to overlook the flies and germs.

Even though the German forces sent to North Africa are hastily assembled, the German High Command is still prepared for the occasion, and the German approach to desert life is scientific: their stores are full of foot-powder, eye-lotion, mouth-wash, disinfectant, and insect repellent.

Despite their empire building and campaigning in North Africa, the Italians appear to hate the desert, and are much more at home in towns or on the coast. They build forts everywhere and construct stone houses in camps, complete with gardens and paths, in order to keep the desert at bay.

Boots

British and Commonwealth troops wear boots with long socks and puttees with their uniform, or shoes and long socks. Special forces wear SV boots or plimsolls, and sandals called *chaplis* are popular amongst the LRDG and the SAS.

US ground forces' footwear is red-brown leather, rubber-soled ankle boots (called "service shoes") worn with canvas gaiters, which are notorious to put on. The shoes are replaced from 1943 by a buckled, high-leg boot. Airborne troops are issued high-leg, laced jump boots for support. These are called "Corcorans" after the most famous manufacturer of these boots. Jump boots are also issued to Ranger and other elite units.

German troops favour canvas and leather ankle boots with trousers, and canvas and leather laced high-boots are worn with breeches. Both types of boots are worn with shorts. The high-boots prove unpopular, and a more favourable alternative is puttees and ankle boots. Staff officers often wear European marching boots.

The Italians sport brown leather hob-nailed boots worn with puttees (infantry) or leather gaiters (artillery, motorised, and transport), or high lace-up boots. Officers favour riding boots, whilst the other ranks prefer boots and gaiters; parachutist jump boots are quickly phased out as the soles melt in the desert heat. Sandals and gym shoes are also worn.

Headgear

Service caps, berets, or Highland tam o'shanters are all worn amongst British troops, with peaked caps for officers. Solar topees and pith helmets also exist, but are relegated to rear-echelon troops and by 1943 have passed out of fashion. Commonwealth troops wear their own headgear: Australian slouched hats, Kiwi peaked hats, Indian *pugrees* (indicating tribe and religion), Free French *kepis*, Free Polish *czapkas*, etc. On the frontline, the standard issue Brodie pattern Mk.I* or Mk.II steel helmet painted sand or tan, is worn. Tank crew, paratroops, and despatch riders are issued special helmets, though tank crews often discard these in favour of steel helmets in the high summer heat. Special forces often wear the Arab *kheffir* or *shemagh* in the field, and commandos favour the cap comforter on night-time missions.

Behind the lines, American troops wear a variety of garrison caps, "Daisy Mae" fatigue caps, peaked field caps, knitted jeep ("beanie") caps for all ranks, and service caps for officers. The M1 helmet is only worn when under fire.

Headgear for the German troops consists of the *feldmütze* (peaked field cap), a side cap popular with tank crew, or a tropical helmet (normally worn behind the front line). The *feldmütze* is the most popular headgear with all ranks, and a faded cap is the mark of a DAK veteran. Reinforcements often bleach their dark olive field caps with anti-gas capsules to stand out less. In addition, officers also wear the *Schirmmütze* peaked cap. The standard German M35 steel helmet is not available for the first few months of deployment. Once it is, it is finished in sand-coloured paint, and the helmet's outline is often camouflaged with mud or a fabric cover.

The *Luftwaffe's* pith helmet, side cap (*Fliegermütze*) and *feldmütze* (*Einheitsfliegermütze*), when issued, are all golden tan. The *Luftwaffe* also issue a tropical version of the *Schirmmütze*, which has a removable neck flap and is popular with *Fallschirmjäger* officers. Paratroops wear the M36 jump helmet, commonly with a camouflage cover.

On the front line, Italian troops wear the grey-green or sand coloured M33 steel helmet (except the MVSN Blackshirt divisions, to which it is never issued). In Tunisia, fabric covers made from sacking or tent quarters are popular. Paratroops wear the M38 or M41 pattern helmets with reduced rims and Y-chin straps; the M41 has a padded nose guard. Tank and armoured car crews, despatch riders, and the *Polizia Dell'Africa Italiana* (p.130) are issued a padded leather crash helmet.

Behind the lines, the *bustina* or a tropical helmet is worn by all ranks; officers also wear a privately purchased version of the *bustina*. The *bustina* comes in various shades of khaki, and can be worn with the peak up or down. All ranks wear their service/unit badge on the front, with officers' rank to the left of the unit badge. Tropical helmets, which come in three patterns, are often covered in graffiti recording names and actions. More pious troops affix religious charms, or even enemy unit badges, onto their headgear as talismans. Tropical helmets are often seen with sand goggles on the headband.

Italian elite units maintain distinctive headgear: the *Alpini* wear their traditional felt feathered mountain cap, the *Bersaglieri* wear their traditional cockade of black cockerels' feathers on steel helmets, pith helmets, etc. The Blackshirts wear a soft, black, tasselled fez.

Uniform

BRITISH & COMMONWEALTH

Due to the wide variation in season, weather, and the extremes of temperature encountered in the Western Desert, a diverse range of British uniforms are issued. As such, a mix and match approach is often found on the frontline according to the soldier's personal preference and comfort.

A lighter weight khaki drill uniform of tunic, trousers, puttees, and boots is issued. This is supplemented by long sleeved aertex shirts, shorts, trousers and "Bombay Bloomers" (trousers that can be rolled up into long shorts). A bush shirt for other ranks and bush jacket for officers is also available, and distinguishable from the aertex shirt by epaulettes. The European wool battle dress is worn during the winter. Tank crews wear khaki one-piece overalls. Australian troops wear a khaki drill uniform reminiscent of the World War One British tunic, which is universally regarded as the scruffiest of all the Allied uniforms.

Greatcoats, cold-weather Tropal coats, sheepskin-lined Hebron coats, or Persian or Northern Frontier goatskin coats are worn on winter nights. Leather jerkins, khaki woollen pullovers, and cap comforters are also available.

Certain officers in the desert develop a look that is lampooned in forces' publications: corduroy trousers, crepe-rubber soled suede desert boots (universally known as

"brothel creepers"), and a silk neck scarf. A fly whisk completes the so-called "Two Types" look.

The Free French Foreign Legion wear British uniform with French rank and unit insignia, and French headgear such as kepis. NCOs and officers wear their kepis uncovered, without the white cover worn by other ranks. Foreign Legion troops who join the Allied cause in December 1942 wear the pre-war French uniform. Tirailleurs wear the pre-war French uniform, including the 1926 model Adrian helmet, unless resupplied with British uniforms.

UNITED STATES OF AMERICA

US troops fighting in Tunisia can choose between the olive drab uniform of woollen shirt and trousers, or cotton light olive drab herringbone twill (HBT) shirt and trousers. The HBT uniform is sized to be worn over the wool field uniform. These are often worn in combination in the field. Hot weather service uniforms consisting of shirt and trousers in cotton khaki drill material known as "chino" are also issued.

Over this is worn the Parsons field jacket, a short, waist-length jacket with hand warmer-style pockets. The Parsons jacket has a number of drawbacks: it is too short, too hot in the summer but too cold in the winter, gets dirty quickly, and fades so that it stands out in combat conditions. It is later replaced by other forms of combat jacket.

Aircrew are issued with a leather flying jacket, which can be insulated depending on the type of airplane they fly; these jackets are sometimes adopted by non-flying officers.

Airborne troops wear the khaki/tan M1942 uniform, which has voluminous cargo pockets and tapes to tie down equipment during jumps. The paratroops' jump uniform is windproof and water-repellent, but has a tendency to split at the crotch, elbows, or knees. These are patched in the field for the sake of expedience.

Tank crews are issued wool-lined, bibbed overalls and a zippered windcheater, commonly called a "tanker's jacket", which is particularly sought after amongst US troops and officers.

US troops participating in Operation Torch are not issued any wet or cold weather clothing; a mistake, as Tunisian nights are freezing cold, forcing US troops to quickly source greatcoats and other clothing from Allied and enemy sources. One of the common "acquisitions" is the heavy, olive drab, double-breasted overcoat; drivers wear a version of the overcoat with the skirt cut off at the hip for ease of movement. Unfortunately, the overcoat's silhouette is similar to the German greatcoat. Also popular (and comfortable) is the Mackinaw, dating from World War One. However this thigh length, shawl-collared coat is considered too bulky for combat.

GERMANY

The *Deutsches Afrika Korps* (DAK) uniform is specially designed by Hamburg University's Tropical Institute, and produced in record time. The uniform is olive-green, though variations in manufacture, laundering, and sunlight lead to considerable variation in the field. Due to shipping losses, the DAK avail themselves of British supplies whenever they can, and the British aertex shirt is particularly favoured.

The tropical field blouse is a lightweight jacket, five buttoned with four pockets, and issued to all ranks. The Third *Reich* eagle is worn above the right breast pocket. Rank is worn on the epaulettes, and service branch indicated on the collar. After six months service, the *Afrika Korps* cuff title can be worn on the right sleeve. Being wounded in action or evacuated for an illness also qualifies a soldier for the cuff title. The field blouse is worn over the pullover tropical shirt. A tie is officially issued, but very rarely worn.

Olive long trousers with draw string bottoms, riding breeches, or shorts are issued to all ranks, although the shorts are only officially authorised to be worn between 8AM and 5PM, and not on the frontline.

Greatcoats are issued for cold weather. The tropical motorcyclist's greatcoat is made of a rubberised cotton twill and is issued to motorcyclists and drivers; it is popular with officers, who prefer its lightness over the standard greatcoat.

The *Luftwaffe* wears army uniforms until late 1941, when they are issued their own uniform. The tropical field blouse, pullover tropical shirt, and trousers are issued in golden tan. The trousers are considerably baggier than the army version and feature a large pocket. Aircrew are issued flying helmets, flying suits or flight trousers, gauntlets, zipped boots, and flying jackets. *Fallschirmjäger* are additionally issued a splinter-patterned camouflaged *fallschirmkittel* (jumpsmock) and jump-boots. A coloured silk scarf is the signature trademark of the *Fallschirmjäger*, some units even having a standard colour or pattern.

The *Kreigsmarine* are issued a similar uniform to the *Luftwaffe*.

The Deutsches Afrika Korps (DAK) uniform is specially designed by Hamburg University's Tropical Institute.

ITALY

Italian desert uniforms are based on the same style as the European M40 grey-green woollen uniform, but are made from light khaki linen: a field cap called a *bustina*, a three-button, four pocket open-collar jacket worn with a khaki shirt, and breeches worn with puttees and boots. However, due to equipment shortages, unit transfers, and cold desert nights, it is not unusual to see the European uniform in the field alongside the desert uniform. Officers wear their rank on shoulder boards, and NCOs on their upper sleeves.

Officers wear the *Sahariana* jacket when they can. The *Sahariana* is a very comfortable bush jacket, with four pockets, a collar, a cloth waist belt, and a distinctive, winged breast-pocket design; it is highly thought of by both the

Germans and the Allies. Otherwise, officers often wear tailor-made versions of the regulation issue uniform but in finer materials, such as gabardine.

A version of the *Sahariana,* is issued to other ranks and becomes the unofficial uniform of the Italian special forces. The pullover *camiciotto Sahariana* is collarless, and insignia are positioned on the neck. The *camiciotto Sahariana* is usually worn with baggy parachutist's trousers tucked into boots. Tank and armoured car crews wear a one piece, blue linen overall and a three-quarters length black leather jacket, which is also available to motorised and mechanised troops. Paratroopers are additionally issued a jumpsmock similar to the German design.

Breech-pattern trousers, riding breeches (for officers and motorised troops), pantaloon trousers, and shorts are issued in khaki or olive-green linen.

Due to cold desert nights, a grey-green greatcoat is issued; khaki and brown versions are available in limited quantities. Woollen pullovers and a knitted cap are also worn. Every Italian soldier is also issued with their own personal espresso coffee pot.

Colonial troops recruited by Italy wear a similar uniform to the metropolitan troops, the major difference being the French Foreign Legion-style battalion belly sash worn under the belt, coming in plain colours or horizontal stripes. Libyan and Eritrean troops wear baggy trousers and puttees, whilst Somali troops wear shorts. By the end of the campaign most colonial troops are wearing shorts (unless motorised). Sandals are the favoured footwear, although boots or bare feet are also common. A variety of headgear is worn depending on nationality: Libyans wear the *takia* (a dark red fez with blue tassel), East African troops wear the *tabusc* (a red high fez adorned with unit, rank and specialist badges), and other native troops wear turbans in colours ranging from white to khaki. Irregular Ethiopian *bande* militia fight in their native dress and headgear, and are only issued webbing and weapons (which are, typically, obsolete).

Weaponry

British and Commonwealth troops use standard British-issue weapons, although the Thompson submachine gun (SMG) is not replaced by the Sten in the desert theatre. The .38 service revolver is standard issue except for commandos and special forces, who prefer the Colt M1911A1. Free French forces use French or British weapons where available, and American troops routinely employ the Colt M1911A1, M1 Garand, and Thompson. Games statistics for existing Allied weapons can be found in Chapter 8 of *Achtung! Cthulhu: the Investigator's Guide to the Secret War*.

German weapons and equipment can be found in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, Chapter 6.

NEW WEAPONS & EQUIPMENT

British & Commonwealth

BONG STICK

A bong stick is a homing device that is used to alert the receiving vessel of a commando team's presence. It is more reliable than RG which can often be obscured by high waves in rough seas. A bong stick consists of a metal box and a projecting bronze tube; turning the handle on top of the box causes a hammer to strike the tube, emitting an audible signal that a submarine's hydrophones or a ship's ASDIC can detect up to twelve miles away.

LEWES BOMB

The Lewes bomb is, initially at least, a field expedient measure that is later officially adopted as a weapon of war. Created by Jock Lewes of the SAS, the Lewes bomb is an incendiary device guaranteed to destroy an aeroplane if properly placed. Several Lewes bombs can be carried in a haversack, allowing a raider to destroy more than one aircraft.

The Lewes bomb is made from 1lb (450g) of plastic explosive (Nobel 808), ¼lb (113g) of Thermite powder, and some motor oil. This is mixed together and wrapped around a guncotton primer, detonator, and fuse. The finished device is placed in a ration bag and detonated using a time pencil after the bomb has been carefully placed to cause maximum destruction.

To create a Lewes bomb, the investigator needs to have access to the necessary materials and to make a successful Demolitions or Sabotage skill roll [Cth]/Knowledge (Demolitions) test [Sav]. There is no need for a skill roll to use the device, although a roll can be called for to ensure the most effective positioning.

LEWIS MACHINE GUN

The Lewis machine gun is a World War One-vintage machine gun that is replaced by the Bren in the British Army and by the Vickers GO and Browning machine guns in the RAF. However, the Lewis soldiers on and provides good service as a vehicle defence and anti-aircraft weapon during World War Two, particularly in the hands of the LRDG on their desert-going trucks.

RG EQUIPMENT

RG is the codename for a set of infra-red signalling equipment, consisting of an Aldis-type lamp and a receiving box, which is used for shore-to-ship and boat-to-ship identification. The lamp is battery-powered and fitted with a pistol grip. The receiving box measures 8.5"×6"×3" (22×15×8cm). When put to the viewer's eye, the light from the RG lamp can be seen as a green dot, thereby allowing "invisible" communication. RG is classified as "Top Secret" until March 1944.

SUN COMPASS

Ralph Bagnold invents a sun compass that allows him, and later the LRDG, to conquer the inhospitable wastes of the Great Sand Sea. The sun compass is simply a 360° azimuth disk and a gnomon. Tables noting the azimuth of the sun for every hour of the day and every day of the year must be used with the sun compass if it is to be of any use. At night, the traveller's position must be fixed astronomically using a theodolite to measure a particular star's angle and a radio signal to time the observation. Sun compasses are used by the LRDG, SAS, and PPA to navigate in the desert.

SUNSHIELD MK.II

The sunshield is the most common camouflage device used in the North African campaign by the Allies. Consisting of a tube and canvas structure, the Sunshield allows a tank to look like a truck from 500ft (150m) away. The sunshield consists of two halves, which are lifted over a tank's turret and then bolted together. There are also equivalent sunshields to turn trucks into tanks. Field guns, ammunition, and food and fuel supplies can also be disguised as trucks.

VICKERS BERTHIER MK.3 MACHINE GUN

The Vickers Berthier (VB) light machine gun (LMG) is adopted by the British Indian Army in 1933 (whereas the British Army adopt the Bren). The VB and the Bren look very similar: both have a curved 30-round magazine, both have swappable barrels with handles, and both have bipods. However, the VB is longer and heavier than the Bren but has a higher rate of fire.

Use the Bren gun stats from the *Achtung! Cthulhu Investigators' Guide*, p.129 for the VB.

VICKERS GAS OPERATED NO.1 MK.I MACHINE GUN

A large number of Vickers Gas Operated (VGO) machine guns (also known as "K guns") are available from obsolete aircraft, and it is found that the VGO's mechanism is remarkably tolerant of sand. The added bonus of the VGO's high rate of fire, designed to maximise hits in aerial combat, makes the VGO the ideal weapon for the SAS to use when destroying aircraft on the ground. The VGO is adopted by the SAS, LRDG, and PPA, and later used by commandos in northwest Europe.

Germany

S-MINE

The *Schrapnellmine 35* (S.Mi.35) is also known to the Germans as a *Springmine* or *Splittermine*. To Allied troops, it is better known as an "S-Mine", a "Bouncing Betty" or "Bitch", a "Jumping Jack", or, more simply, as the "Castrator" or "Debollocker". Just under four seconds after activation, the S.Mi35 is thrown 3-10ft (1-3m) in the air by an initial charge; it then detonates, blasting 360 ball

bearings in all directions to a distance of 150 yds (140m). The best way to avoid injury is to fall to the ground instantly. One favourite German defence deployment is to sow S-mines amongst *Tellermines* so that crewmen bailing out of a vehicle hit by a *Tellermine* detonate them when attempting to make their escape.

A successful *Difficult* Jump roll [Cth]/Agility (-2) test [Sav] by the investigator avoids damage from an exploding S-Mine, but only if he is aware of the impending detonation. This roll cannot be re-rolled. (See either the *Investigator's Guide*, p.61, or the *Keeper's Guide*, p.159, for more details on skill difficulties in ***Achtung! Cthulhu***).

TELLERMINE

The *Tellermine 35* (T.Mi.35) is the standard German anti-tank mine. The case is made of steel and readily detectable by mine clearance equipment. The T.Mi.35 has a pressure plate fuse on the top of the mine that detonates the 5.5kg TNT charge at weights greater than 180kg. There are additional fuse wells on the side and bottom of the mine to attach anti-handling booby-traps. The later T.Mi.42 and 43 are identical in game mechanics and only differ in manufacturing and blast resistance.

The T.Mi.35's charge can rip off a tank's track tread or overturn a 3.75 ton Bren-gun carrier. The Germans use the T.Mi.35 to mine routes, roads, hard shoulders, and tracks to deny them to the enemy. It could also be used as a massive booby-trap charge. In North Africa, German forces routinely mine and booby-trap positions that they are abandoning, and show considerable foresight in anticipating Allied reactions and placing mines accordingly.

The Arditi Dagger

In World War One, *Arditi* units are the elite stormtroopers of the Italian Army. Highly trained in multiple weapon use and assault tactics, they are an early example of commandos. The dagger, used in hand-to-hand combat, becomes the symbol of the *Arditi*, or "Daring Ones". The *Arditi* are disbanded after the Great War, and a significant proportion of ex-*Arditi* join the Fascist movement.

The Fascists adopt the dagger iconography, and the MVSN legions that fight alongside the Italian armed forces in Africa are issued a dagger with a hawk-headed pommel. Several other units in the Italian armed forces also adopt the *Arditi*-style dagger, and are authorised to wear it as a sign of elite status; those allowed to wear the combat dagger are assault engineers, *Alpini*, *Bersaglieri*, and paratroops.

Finally, the *Arditi* are re-established in 1943 as an Italian version of the Allies' commando units.

Italy

BERETTA MODELLO 1934 & 1935 PISTOL

The Beretta M1934 is the standard sidearm of the Italian Army, and the M1935 is the standard sidearm of the Italian Navy and Air Force. The Beretta is a single-action blow-back semi-automatic pistol, and is widely used by Italian and German forces, as well as being sold to the civilian market so it can be used by Italian partisans. As well as proving popular with Allied soldiers, the SOE issues captured examples to agents, together with suppressors.

BERETTA MODELLO 38 SUBMACHINE GUN

The Beretta M38 is the standard issue submachine gun of the Italian armed forces, and is regarded as one of the best SMGs used during World War Two. Due to its robustness, the M38 is the preferred SMG of both sides in the North African and Italian campaigns; *Fallschirmjägers* and *Waffen-SS* making particular use of it. In Italian service, the M38 is much more common in elite *Bersaglieri*, airborne, fascist Blackshirt, and *Carabinieri* units, than in regular line infantry.

BOMBE A MANO MODELLO 35 ("RED DEVIL" GRENADES)

The M35 series of grenades are manufactured by SCRM, OTO, and Breda, and are broadly similar in appearance and payload. The M35 is an offensive grenade, therefore there is virtually no fragmentation and no damage inflicted beyond 50ft (approximately 15m).

The M35 is a cylindrical grenade which detonates on impact (after arming). However, the angle of impact determines detonation—the higher, the better. The M35 comes in high explosive (HE), smoke, and white phosphorus variants. The HE version is painted red, hence its Allied nickname: "Red Devil", which also describes an unexploded grenade's sensitivity to subsequent handling.

Roll 1D10. A result of 1 or 2 means that the grenade is a dud. A dud M35 has a 50% chance of detonating if picked up.

Draw a card from the Action Deck. If it is a red face card, the grenade is a dud. Draw another card if it is picked up; if this is a black card, the grenade explodes.

BREDA MODELLO 30 MACHINE GUN

The Breda 30 is the standard Italian light machine gun. All Italian soldiers are trained as loaders of the Breda 30, which is usually issued to a squad NCO. The lubricating oil used to help cartridge extraction attracts sand and grit, so the Breda 30 performs badly in North Africa, and only slightly better in the Balkans and the USSR.

BREDA MODELLO 37 & 38 MACHINE GUN

The Breda 37 is the Italian company-level support machine gun. It fires 8mm ammunition, complicating Italian resupply efforts with a third calibre. The feed mechanism loads

the spent cartridge back into the clip after firing so the rate of fire (450 rpm) is lower than the Breda's peers. Despite also using oiled cartridges, the Breda 37 is considered reliable unlike the Breda 30 (presumably due to better crew care and attention). The Breda 37 remains in frontline service until the end of the North African campaign and is widely used by Allied forces, including the LRDG (who mount it on their patrol trucks). The Breda 38 is the vehicle mounted version and features a top loading hopper feed mechanism rather than clips for operation in confined vehicle interiors.

MODELLO 1891 RIFLE

The M91 is the standard Italian rifle of World War Two. The M91 comes in rifle and carbine variants, and is loaded using six-round *en bloc* clips. The cavalry-model M91 carbine has an integral folding bayonet, whereas the "special troops" M91 TS carbine does not; special troops in this context means non-frontline, such as artillery, transport, etc. After the Italian surrender in 1943, the Germans issue large quantities of captured M91s to their *Volkssturm* in 1944-45.

MODELLO 1938 RIFLE

The M38 short rifle is intended to replace the M91, whose inadequacies are highlighted in the pacification of Libya and the invasion of Ethiopia. Functionally the M38 is identical to the M91. Like the M91, the M38 is manufactured in rifle, cavalry, and special troops carbine versions in both available calibres (7.35mm and 6.5mm). No scope-equipped sniper versions are manufactured. Use the M91 game statistics for the 6.5mm M38 rifle.

Crew-Operated Weapons

20MM BREDA 20/65 MODELLO 35 ANTI-AIRCRAFT GUN

The Modello 35 is an Italian made 20mm dual-purpose weapon. Designed for deployment against both aircraft and light armour, it finds use as both a vehicle-mounted weapon and as a ground battery. To support its later role, the Modello 35 comes complete with a two-wheeled trailer. However, thanks to design flaws that mean it has a maximum tow speed of around 12mph (19km/h), it is far more common to see Modello 35s carried on the back of flatbed trucks rather than being towed. The Modello 35 is widely used by both the Axis and Allied forces in North Africa after the Allies capture significant numbers of the weapons in Operation Compass.

40MM BOFORS GUN

Arguably the most popular medium weight anti-aircraft weapon of the war, the 40mm Bofors gun has a place in the arsenal of both the western Allies and the Axis. In North Africa, it finds use as a land-based mobile weapon against both ground targets and aircraft. The Bofors is capable of firing at a rate of 100-120 rounds per minute. This, combined with its 2lb (900g) high explosive tracer rounds, earn the Bofors its place as one of the most successful artillery pieces of the modern age.

88MM KRUPPS FLAK 36 & 37

Commonly known as "Eighty-Eights", the 88mm *Krupps Flak 36 & 37* are perhaps the most infamous and important artillery pieces of the entire war. Adept as conventional artillery, anti-tank gun, and anti-aircraft weapon, the Eighty-Eight has a dark reputation amongst Allied troops. It is in the North African Theatre that the Eighty-Eight first gains its notoriety as a tank killer, but it proves its credentials in the frozen lands of Russia, where it is the only German weapon able to deal easily with the Russian T34. The Sd.Kfz.7 half-track (p.59) is often used to pull the Eighty-Eight.

It is in North Africa that the Eighty-Eight first gains its notoriety as a tank killer.

NEW ESOTERIC EQUIPMENT

Nachtwölfe

BLUE CRYSTAL DETECTOR

With two handles sprouting from one of its blocky sides, this odd metal box is supported on straps around the waist and shoulders. Held in front of the body, it reacts with a disturbing low whine when raw blue crystal is nearby; the louder the whine, the closer the box is to the crystal.

The detector can pick up the presence of crystals on two settings: a wide setting, detecting within a distance of 1100yds (1000m) but with little accuracy or depth; and a narrow setting, detecting within 330ft (100m) to a depth of up to 550yds (500m). With modification, the box can be mounted in a plane and used on a wide setting for rapid scanning of a large area.

DIRECTION FINDER

The direction finder is a long, silvery spike with a clock-like dial on the top. When slammed hard into ground it quivers violently for a few seconds before the dial's needle comes to rest pointing in the direction of the closest blue crystal deposit. The device gives no indication of distance, and must be used in concert with a blue crystal detector in order to actually firmly locate any crystalline caches.

ATLANTEAN SLIVER GUN

This elegantly-styled rifle looks to be of a Renaissance design, although (rather oddly) it seems to be made from black marble with golden filigree detailing. It has a small,

golden cone (where a modern rifle has the loading breech) into which sand is poured; the device converts the sand into glass and fires sharp slivers at targets. Up to 3.5oz (100g) of sand can be poured into the device at a time, and each 3.5oz (100g) charge makes 20 wafer-thin slivers. The shards can then either be fired as a single shot per round for 1D6 Hit Points of damage [Cth]/2d4 damage [Sav] or at a semi-automatic rate (equivalent to 3 shots per round) for 2D6+4 Hit Points of damage [Cth]/ +2 Shooting and Damage (see Three Round Burst in the ***Savage Worlds*** rulebook, **Chapter Two: Gear**) [Sav].

If anything else is put into the cone, the weapon acts as follows:

Liquids (not molten substances) or organics: steam erupts from the barrel and cone, and the weapon will not function until it has dried out, making it unusable for 8 hours.

Snow or ice: the gun functions almost as normal, but is only capable of firing slivers of ice as a single shot per round for 1D6 damage [Cth]/2d4 damage [Sav].

Metals (solid or molten), or rock: the rifle will rattle and vibrate before exploding in 1D3 rounds, causing 1D10 damage [Cth]/2d6 damage [Sav] to everyone within a 33ft (10m) [Cth]/Medium Burst Template [Sav] diameter. There is a 25% chance [Cth]/the draw of a spade card from the Action Deck [Sav] of flammable objects being set on fire by the red-hot pieces of rifle for a further 1D6 damage [Cth]/d10 damage (see fire in the ***Savage Worlds*** rulebook, **Chapter Four: Situational Rules—Hazards**) [Sav] per round until the flames are extinguished.

If the gun is opened, there is a hiss of gas escaping and the interior mechanism begins melting as the coolant escapes. The miniature furnace at the gun's core will then quickly melt through any material in its way, down to a depth of approximately 165ft (50m) before it cools to a harmless temperature. All that is left of the furnace (and gun) after this process has finished is a useless, molten mass.

When found, there is a 75% chance [Cth]/the draw of any card other than a spade from the Action Deck [Sav] that the gun will already have a half load of slivers, and the grains of sand visible around the cone can act as a clue to its ammunition on a successful Idea or Know roll [Cth]/Smarts (-2) test [Sav].

BLAUER KRISTALL MK.III

Containing tungsten (also—rather appropriately—known as wolfram) rather than the steel of previous alloys, the Mk.III *Blauer Kristall* is inherently more shatter-resistant than its predecessors. As a result, items made with the Mk.III material only suffer a 2% chance [Cth]/the draw of an ace of spades from the Action Deck [Sav] of shattering when struck by bullets or other types of weaponry. Due to the limited availability of tungsten, and Germany's dependence on Spain and Portugal for its supplies, the amount of Mk.III material in existence is very limited.

Table 2: North Africa Weapons

HAND-TO-HAND WEAPONS

Equipment	Country	Available	Starting Skill^	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Arditi Dagger	Italy	1914	CC/MW (Knife)	1D4+2+db	Touch	1	—	12	—

^CC = Close Combat; MW = Melee Weapon.

GRENADES & EXPLOSIVES

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Lewes Bomb	Britain/ Commonwealth	1941	Demolitions/ Sabotage	Special*	Touch	1	—	10	—
Mod. 35 Grenade	Italy	1935	Throw	3D6/1y	(STR-1)x2y	1	1	6	96§
S-Mine	Germany	1935	Combat Engineer	3D6/20y	Touch	1	—	12	—
Tellermine	Germany	1935	Combat Engineer	Special*	Touch	1	—	16	—

*For large quantities of explosives, treat damage cinematically (see the *Investigator's Guide*, p.122, or the *Keeper's Guide*, p.121 for further details on cinematic damage).

§ Malfunction is for failing to throw properly, e.g. dropping, catching on clothing, etc. On all other results, roll 1D10; a result of 1 or 2 is a dud.

HAND-TO-HAND WEAPONS

Equipment	Damage	Range	Min Str	Weight	Notes
Arditi Dagger	Str+d4	Touch	—	3	AP 1

GRENADES & EXPLOSIVES

Equipment	Template	Damage Done	Range	Shots	Min Str	Weight	Notes
Lewes Bomb	Large	Special*	—	—	—	4	Heavy Weapon
Mod. 35 Grenade	Medium	3d6	5/10/20	—	—	2	Duds §
S-Mine	Small	3d6	—	—	—	9	—
Tellermine	Medium	4d6	—	—	—	20	Heavy Weapon, AP 5 vs. ½ lowest Armor (round up)

*For large quantities of explosives, treat damage cinematically (see the *Investigator's Guide*, p.122, or the *Keeper's Guide*, p.121 for further details on cinematic damage).

§ Draw a card from the Action Deck; if it is a red face card, it is a dud. Draw another card if it is picked up; if this is a black card, the grenade explodes.

Cth

HANDGUNS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Beretta M34	Italy	1934	Handgun	1D10	15y	2	7	8	98
Beretta M35	Italy	1935	Handgun	1D8	15y	3	8	8	98

RIFLES & SHOTGUNS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
M38 Carbine	Italy	1938	Rifle	2D6+3	90y	1/2	6	10	00
M38 Rifle	Italy	1938	Rifle	2D6+3	110y	1/2	6	12	00
M91 Carbine	Italy	1891	Rifle	2D6+1	70y	1/2	6	10	00
M91 Rifle	Italy	1891	Rifle	2D6+1	90y	1/2	6	12	00

SUBMACHINE GUNS & MACHINE GUNS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Beretta M38	Italy	1938	Submachine Gun	1D10	20y	2 or burst	10/20/ 30/40	8	98
Breda M30	Italy	1930	Heavy Weapons	2D6+3	110y	Burst	20	12	96
Breda M37	Italy	1937	Heavy Weapons	2D6+4	110y	Burst	20	14	98
Lewis Machine Gun	Britain/ Commonwealth	1912	Heavy Weapons	2D6+3	110y	Burst	47	12	97
Vickers GO No.1 Mk.I	Britain/ Commonwealth	1941**	Heavy Weapons	2D6+3	110y	Burst	60/100	12	99

**Enters RAF service in 1935, but is not available to ground forces until 1941.

HEAVY WEAPONS & MISCELLANEOUS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
20mm Breda 20/65 Modello 35	Italy/Allies	1935	Heavy Weapons	3D6	205y	Burst	12	22	98
40mm Bofors gun	Allies & Axis	1934	Artillery	6D6	980y	Burst	25	30	98
88mm Krupps Flak 36 & 37	Germany	1936	Artillery	12D6	1500y	1/4	1	50	99

Sav

HANDGUNS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Beretta M34	2d6	1	12/24/48	8	—	2.5	AP 1, Semi-Auto
Beretta M35	2d6-1	1	12/24/48	6	—	2	Semi-Auto

RIFLES & SHOTGUNS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
M38 Carbine	2d6	1	15/30/60	5	—	5.5	Semi-Auto
M38 Rifle	2d8	1	24/48/96	5	—	9.5	AP 2, Semi-Auto
M91 Carbine	2d6-1	1	15/30/60	10	—	7	Semi-Auto
M91 Rifle	2d8-1	1	20/40/80	10	—	13	AP 1, Semi-Auto

SUBMACHINE GUNS & MACHINE GUNS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Beretta M38	2d6+1	3	12/24/48	30	—	13	AP 1, Auto
Breda M30	2d8-1	3	24/48/96	20	d6	30	AP 1, Auto
Breda M37	2d8+1	3	30/60/120	20	—	35	AP 2, Auto, May not move
Lewis Machine Gun	2d8	3	30/60/120	97	—	45	AP 2, Auto, May not move
Vickers GO No.1 Mk.I	2d8	4	30/60/120	250	—	43	AP2, Auto, May not move

HEAVY WEAPONS & MISCELLANEOUS

Equipment	Template	Damage	Armour Piercing	RoF	Range	Notes
20mm Breda 20/65 Modello 35	—	3d8	AP 5	3	50/100/200	AP 3, Heavy Weapon
40mm Bofors Gun	Medium	AP 4d8, HE 3d8	AP 5, HE 2	1	75/150/300	Heavy Weapon, Crew of 6, 1 action to reload
88mm Krupps Flak 36 & 37	Medium	AP 4d10+1, HE 4d8	AP 21, HE 8	1	75/150/300	Heavy Weapon, Crew of 7, 1 action to reload, Gun Shield provides +6 Heavy Armor to crew

Flak - it's an awful lot easier to say than "Flugzeugabwehrkanone", isn't it?

—Capt. Harris

CHAPTER 6

Ships of the Desert

"When the shooting starts, climb on your camel and head for the mountaintops."
- Bedouin proverb

The desert presents its own special challenges when it comes to travel and warfare. This chapter looks at the problems inherent in getting across vast distances in difficult conditions, as well as providing new statistics for the various modes of transport that can be encountered in the North African Theatre.

TRAVELLING TO NORTH AFRICA

Although still used for shipping, the direct Mediterranean transit route to North Africa from the UK poses far too great a risk for troop transport, meaning that the far longer sea journey around the Southern tip of Africa is the norm. The occupants of troop ships from Glasgow, not knowing where they are destined, first see land again in West Africa, but do not disembark until British South Africa. Convoys alternately land at Cape Town and Durban, before being taken north to Egypt via the Red Sea, landing at Port Said. The presence of large numbers of troops in the Desert War from Australia, New Zealand, South Africa, and India is (at least partly) explained by the easier access they have to the country.

When American troops arrive in North Africa as part of Operation Torch, it is either via Britain or direct from the US by sea. Only aircrew, high ranking officers, officials, or Very Important Persons can expect to fly to North Africa but this, too, is fraught with danger. From Britain, it is customary to fly to Gibraltar and then on to Takoradi on the coast of Ghana; from there, depending on the range of the plane, various destinations are possible: Kano, northern Nigeria; Fort Lamy, southwestern Chad; El Obeid, central Sudan; and on to Cairo. A more direct and riskier route is direct from Gibraltar to Cairo, but this is only rarely used as it involves cutting across the airspace of neutral Spain and "quasi-hostile" Vichy Algeria, before turning east and hoping to avoid all contact with Axis air forces in Libya until intercepting the Nile and heading north to Cairo.

MOTORISED TRANSPORT

Driving in desert conditions on unmetalled roads and tracks is fraught with difficulties even without considering the risks posed by minefields. Lighter or tracked vehicles cope better in the conditions than heavy trucks.

In stony desert conditions, punctures tend to occur much more frequently than usual. Speeds of up to 30mph (48km/h) are possible but a lack of concentration on the part of the driver can allow the vehicle to be dragged into ditches at the sides of desert roads, resulting in possible damage to the vehicle and occupants, sometimes of a very serious nature.

Cth Adjusted for speed, an accident such as this causes 2-16 points of vehicle damage, and half this figure should be dealt to the vehicle's occupants. A successful Luck roll would half it again, but a fumbled Luck roll doubles it.

Sav The rules detailing obstacles, collisions, and crashes can be found as part of the vehicles rules in the ***Savage Worlds Rulebook*, Chapter 4: Situational Rules.**

In sandy desert conditions, running on partially inflated tyres can help spread the load but the degree of deflation needs to be carefully adjusted depending on the weight of the cargo. Speeds of 15-20mph (24-32km/h) hour are possible, depending on the load.

In daylight, Spot Hidden rolls [Cth]/Notice tests [Sav] can be called for from the driver and/or co-driver to identify soft sand as many times as the Keeper thinks necessary. A successful Drive roll (apply ticks for successes immediately) [Cth]/Driving test [Sav] allows each hazardous patch to be avoided. Any vehicle without tracks will bog down in soft sand and will need digging out—exhausting work taking twenty minutes with a passed Luck roll (use the highest in group) [Cth]/a passed Strength test [Sav], and forty minutes if failed. These figures can be halved if the affected vehicle carries either sand channels or sand mats.

A well prepared driver may carry a few extra items of equipment to help avoid getting "bogged down" in the desert. Sand channels are long metal strips and are often stowed on the sides of desert vehicles. Sand mats are bamboo and canvas contrivances that can be rolled up for easier storage, but they need an active non-driver to pull them taut to give them tension. Both mats and channels are positioned in front of the wheels and provide support for the vehicle to climb out of the sand. This equipment is vital for long distance desert travel and investigators must remember to retrieve them once used or else find themselves in big trouble the next time they hit a "soft" spot.

Some areas of salt marsh found in the Qattara Depression are impassable to all vehicles, and the massive sand dunes in the Sahara Desert's sand seas also form almost insurmountable obstacles. There is a technique for crossing large (50ft/15m +) sand dunes in wheeled vehicles involving momentum and the use of mats or channels, but it requires experimentation, time, and a lot of hard labour and digging out to perfect.

Further obstacles to driving may be visibility, and not only because of sandstorms and weather conditions. In order to prevent tell-tale reflections from windscreens, vehicles near the front have all but a 3" (7.6cm) strip of the windscreen painted khaki. This should not affect Drive rolls [Cth]/Driving tests [Sav] at low speeds but will certainly affect Spot Hidden rolls [Cth]/Notice tests [Sav] made from a moving vehicle.

Being able to follow the wheel marks of previous vehicles has its uses, and becomes extremely important when attempting to cross partially cleared minefields. The safe tracks may be indicated by fixed sand channels but for every fifteen minutes of such precise driving, a Drive roll [Cth]/Driving test [Sav] is required; if unsuccessful, depending on the Keeper's estimate of mine density, a *Normal* or *Easy* Luck roll [Cth] should be made to avoid setting off a mine. For ***Savage Worlds***, draw a card from the Action Deck and, depending on density, a mine is discovered on either a black, or black face card. See also p.164 of *Achtung! Cthulhu: the Keeper's Guide to the Secret War* for further details on minefields.

Although there is never a good time to suffer a breakdown, the middle of the desert is definitely one of the worst places for it to happen. If the vehicle is not carrying spares or tools, and there is no way of improvising a repair, the investigators are going to be in for a long walk…

Cth On each journey there is a base 5% chance of mechanical breakdown (to be rolled by the driver). This effectively acts as the vehicle's Malfunction rating, so a roll of 96% or higher means that the vehicle has broken down. On particularly long journeys

Navigation in the Desert

In the near featureless desert, navigation can become a fine art. Large metal objects like vehicles can make magnetic compasses unreliable. The sun can provide an alternative method for calculating the right way to travel (except at midday) but the Keeper should feel justified in imposing penalties to rolls and harsh consequences if they are failed. A further frustration of desert travel is that with a lack of reliable visual cues distances are easily underestimated, usually by a factor of 3.

(over 100 miles/160km) or over very rough terrain, this increases to 10% (Malf 91%). If the vehicle does break down, the driver makes a Luck roll. If it is a failure, then a spare part is needed before a Mechanical Repair roll can be attempted (these might be obtained by cannibalising other vehicles, see p.74). On a success, anyone can fix the problem with a basic toolkit and a successful Mechanical Repair roll. On a critical failure for the Luck roll, the breakdown does not necessarily happen immediately, but instead occurs at the most inconvenient moment possible: a flat tyre when time is of the essence, a steering problem when negotiating a minefield, a brake problem when travelling downhill, a gear problem when trying to go uphill (crash gears rather than clutch gears are standard; if a Drive roll is missed, the vehicle cannot go forward and will roll backwards instead).

Sav On each journey, the driver rolls 1 extra Driving test. If the Driving die comes up as an unmodified 1, regardless of the Wild Die, then the vehicle suffers a mechanical breakdown. On particularly long journeys (over 100 miles/160km) or over very rough terrain, the Keeper may call for an extra roll. If the vehicle does break down, the driver draws a card from the Action Deck. If it is a black card, then a spare part is needed before a Repair test can be attempted (these might be obtained by cannibalising other vehicles, see p.74). On a red card, anyone can fix the problem with a basic toolkit and a successful Repair test. If a black face card is drawn, the breakdown does not necessarily happen immediately, but instead occurs at the most inconvenient moment possible: a flat tyre when time is of the essence, a steering problem when negotiating a minefield, a brake problem when travelling downhill, a gear problem when trying to go uphill (crash gears rather than clutch gears are standard; if a Driving test is missed, the vehicle cannot go forward and will roll backwards instead).

TANK TRAPPED

The difficulties discussed above regarding motorised transport and navigation are in addition to those already faced by a tank's crew. By day their tank is a stuffy, claustrophobic, heated metal box filled with explosive ordnance and the deafening roar of the engine; by night, it becomes a freezer, the walls running with condensation. Physical conditions get even worse once the hatch is sealed and the tank closed up for combat, adding poor visibility and ventilation to the mix. And then there is the ever present possibility of a sudden fiery death...

Strategically the desert offers a new era in tank combat, where the ability to hide or conceal requires the most subtle appreciation of the terrain and is, quite often, nearly impossible to achieve. More often than not, desert tank duels begin at extreme range in daylight conditions, giving more powerfully armed tanks the advantage. In action, cordite fumes from the tanks' machine guns can render men nauseous and even unconscious.

Cth Roll CON×4. On a fail, the subject's DEX functions as if two points lower than usual and he suffers a -10% penalty on all Heavy Weapons (Machine Gun) rolls. On a critical failure, he falls unconscious.

Sav Roll each tanker's Vigor. On a failure, they suffer a level of Fatigue.

The risks of piloting a tank are many. High explosive/anti-tank shells (as opposed to standard ordnance) exploding against the hull of a tank may cause "scabbing" of the tank's inner skin, ejecting razor-sharp metal fragments into the crew compartment (1D6 fragments doing 1D4 Hit Points of damage each, with a Luck roll for each occupant to avoid being hit [Cth]/2d4 damage to everyone in the tank [Sav]). It is also possible that a shell impact may injure the crew by sending a shockwave through the tank controls, by smashing through the turret, by igniting the fuel, or by damaging the battery and spraying battery acid all over the interior of the tank. If the crew has to bail out, their chance to do so is a DEX×5 roll [Cth]/requires an Agility test, with any failure causing a level of Fatigue [Sav].

PLANE CRAZY

While aeroplanes are certainly the best way to cross the desert, with a nearly featureless landscape below, the role of the navigator is key when it comes to safely traversing the wide-open, unforgiving terrain of North Africa and the Middle East. Careful calculations are required, figuring in engine performance and wind speed (paying particular attention to tail winds) to ensure that a flight gets to where it needs to be. Small airfields are easy to miss, and there are unlikely to be alternative landing sites within range if a navigator's calculations are even just a little way off.

Though there is a reasonable chance of making a forced landing on hard and level terrain, to land in the desert without knowing your exact map location is a recipe for disaster. The desert kills quickly.

After a tragic incident in May, 1942, involving a training flight of three South African Air Force Blenheims from Kufra airfield in south eastern Cyrenaica (when all bar one man dies as a result of overshooting the airfield and becoming lost in the desert), changes in procedure are made at Allied bases. The basic principles are to always take and record clear bearings, to maintain radio contact wherever possible, and for bases to always have rescue planes available. It becomes standard practice for those forced into emergency landings to stay by their plane and mark the site clearly. However, the desert is a big place and by the time rescue arrives, it may well be too late…

Camels are seldom found wild and are almost impossible to domesticate.

TAKING THE HUMP

In certain circumstances investigators may wish to use animal transport, either out of necessity or for the purpose of subterfuge. While horses and mule transport can be useful on the coast, the key to desert travel is the camel. Strong, adult camels can travel 25-35 miles (40-60km) per day for a number of weeks, or they can travel as fast as 50 miles (80km) per day for a few days. A camel can carry about 400lbs (180kg) on an extended march but requires 10-20lbs (4.5-9kg) of food and 10-20 gallons (45-90 litres) of water a day, depending on the temperature and how much it is carrying. However, if a camel has been well watered it can last four days without any water at all, although it will still need food. On the fifth day the camel will require over 30 gallons (136 litres) of water and a day's rest. Pushing a camel past four days without water will send the camel into a decline, and by the sixth day without water the camel will die. Camels are very seldom found wild and are almost impossible to domesticate if not trained from infancy. Berber and Bedouin tribesmen may have some for sale or trade but they will shrewdly judge the investigators' options and bargain hard.

Cth The starting skill for riding a camel is 5% (Ride Camel). If an investigator has a better than basic Ride skill, then they can use that skill at -10% or start with 5%, whichever is higher. The principles are similar but camels are somewhat different from horses (and that includes their tendency to spit at people and things they take a dislike to).

Sav ***Savage Worlds*** does not categorise the different types of Riding skills, so Riding can be applied equally to both camels and horses.

Game statistics for the camel can be found on p.105.

NEW GROUND VEHICLES

Many of the vehicles already mentioned in Chapter 6 of *Achtung! Cthulhu: the Keeper's Guide to the Secret War* also see service in Africa; a brief list of these can be found in the following section. Game statistics are also provided for a range of new vehicles that may prove useful during desert campaigns.

COMMON GROUND VEHICLES

British and Commonwealth: the Bren gun carrier, the Matilda Mk.II infantry tank, the M3 "Stuart" light tank, the M3 "Grant" medium tank, the M4 "Sherman" tank, and the Willys Jeep.

United States of America: the CCKW truck, the M3 half-track, the M3 "Stuart" light tank, the M3 "Lee" medium tank, the M4 "Sherman" tank, and the Willys Jeep.

Germany: the BMW R75 motorcycle, *Kettenkrad* transport, *Kübelwagen* transport, Mercedes-Benz 770K staff car, *Opel Blitz* truck, the *Panzer II* tank, the *Panzer III* tank, the *Panzer IV* tank, the Sd.Kfz.251 half-track, and the *Tiger I* tank.

British & Commonwealth

AUSTIN K2 AMBULANCE

A heavy military ambulance, the K2 can carry between four and ten casualties. It is unarmoured, but can reach up to 50mph (80km/h) on roads. The K2 is popular amongst Allied troops, who affectionately refer to the K2s as "Katy". Back in Blighty, Her Royal Highness Princess Elizabeth drives a K2 as part of the Auxiliary Territorial Service (ATS).

CHEVROLET 30CWT TRUCK

Chevrolet 30cwts are the backbone of the legendary Long Range Desert Group (LRDG). The manufacturers strip all non-essential components, including doors, from the 30cwt. This allows for specialist desert modifications, including leaf-spring suspension, a large radiator, a condenser system, and desert tyres. These adaptations help make the LRDG the trailblazers of Allied special operations.

CRUSADER TANK MARK I & MARK II

Despite a reputation for terrible mechanical reliability, the Crusader Mark I tanks play an important role in North Africa as the joint fastest tank in the Theatre. However, the lightness of its arms and armour turn out to be less than ideal when fighting against German *Panzers*.

As temperamental as its predecessor, the Mark II is every bit as fast, though slightly better armoured. Like the Mark I, the British and other Allied forces use the Mark II initially as a line tank but, as the war progresses, it finds its way more and more often into a reconnaissance and flanking role, for which it is much better suited.

Life in Tanks

A tank crew is a peculiar exception to the regimentation of the army, which produces a tight-knit team (the only real equivalent to which is an air or submarine crew). Though trained to have specialisations such as driver, gunner, loader/radio operator, and commander, in practical terms the men have to get on and work as one—the needs of the individual have to be subsumed by those of the crew.

There is very limited space for personal possessions inside a tank. Items like ration packs, haversacks, and kit bags are carried outside in turret baskets, strapped on or tied down. If these are not properly secured, things may go astray and the crew may be left with nothing to eat but tinned rice pudding (for example) for weeks on end. Inside, closed down in combat conditions, individuals share such delights as an ammunition box made into a toilet and wearing the same uniforms for up to three weeks until the ingrained oil, grime, and sweat mean the clothes can pretty much stand up by themselves.

The prime responsibility of a tank crew is to keep their vehicle functioning and not let it become an immobile potential death trap. Drivers carry out maintenance the moment the vehicle stops, doing as much as they can until the vehicle is ready to roll again, meaning that the rest of the crew stand guard, cook, stand radio watch, and prepare the driver's food for him until the vehicle is ready. A leisurely stroll behind a dune with toilet roll and spade (the "shovel recce") provides a break from routine, assuming that constipation (endemic among tank crews) has not set in. Then there is the exhilaration and terror of battle, riding around on a 30 ton or so armoured vehicle stuffed with fuel and ammunition, facing off against an enemy armed with heavy weapons who is trying to kill you before you can kill them.

HUMBER SCOUT CAR

The Humber Scout Car is a speedier alternative to the Universal Carrier, and sees action in North Africa, Italy, and Burma. Trading armour for greater speed, the Humber is a commonly used reconnaissance vehicle. Seating two, three in a pinch, it is no troop transport. The Humber comes armed with a pair of 7.7mm Bren machine guns attached to the hull as infantry support weapons.

JEEP, DESERT RAIDING

The Jeep arrives in the Western Desert in 1942, after which the SAS quickly adopts it as its main raiding vehicle. They are armed with twin .303 Vickers GO machine guns, mounted front and rear, although other configurations also exist. Additional modifications are made, including a water condenser attached to the radiator, a strengthened suspension, and extra fuel tanks. Sand channels, water containers, jerry cans, spare ammunition, camouflage nets, personal kit, and a sun compass complete the Jeep's load. The PPA also uses Jeeps when raiding, and the LRDG use them as pilot cars for their patrols.

PORTEE

Not a specific model of vehicle but rather a class, a portee is a flatbed truck with either a heavy weapon or light artillery piece mounted on it. These vehicles play a significant role in the North African Theatre, especially in the realm of special operations, where they often represent the heaviest armaments of groups such as the LRDG and the Auto-Saharan Companies (p.128). Exact armaments vary from vehicle to vehicle, and nation by nation, but the iconic choice for Allied and Italian portees is the 20mm Breda *Modello* 35 (p.49). For the truck, use any appropriate vehicle statistics.

TILLY LIGHT UTILITY VEHICLE

Tilly, short for Utility Vehicle, is the affectionate name for the class of light utility vehicles used by the British Armed Forces for a wide variety of non-combat roles. Built by Austin, Morris, Standard, and Hillman, they are simple, rugged, and much loved.

VALENTINE MK.II INFANTRY TANK

The Valentine Mark II is a reliable vehicle that sees considerable action in the African Theatre. Developed by Vickers, they produce more than 8,000 of these medium tanks, in over eleven variant designs. Of the variations produced, most require a crew of three, although the Mark III and Mark V each need a separate, fourth crew member to load the gun. The British supply a large number of these quality tanks to the Soviet Union.

Vichy France & Free French

PANHARD 178 ARMOURED CAR

The Panhard 178, aka the "Pan-Pan", is an 8-ton French armoured car. Developed in the years before the outbreak of war, Free French access to these vehicles is very limited in North Africa. With their 25mm SA 35 cannon, 7.5mm Reibel machine gun, four-wheel drive, and 44mph (70km/h) top speed, they find their natural use in military reconnaissance. A number of later Pan-Pan join the *ad hoc* Free French force of General Charles de Gaulle.

RENAULT R35 INFANTRY TANK

Designed to support infantry as they advance, the R35 is heavily armoured (for a French light tank), slow, and equipped with a short-barrelled 37mm L/21 SA18, which, combined with its 7.5mm Reibel machine gun, makes the R35 the terror of infantry and machine gun nests. However,

the tank's designers failed to foresee the increased importance of the anti-tank role for armoured vehicles, meaning that the R35 is a poor adversary to Axis tank tactics.

SOMUA S35 TANK

The S35 is a quick medium tank, technically superior to the *Panzer II* in almost every way. However, its short-barrelled 37 mm L/21 SA18 and poor deployment during the invasion of France means that their losses are high early in the conflict. The June 1940 armistice allows the Vichy regime to field S35s in North Africa, where they fight both alongside and against the Axis. A number of later S35s end up in the hands of Free French forces.

Germany

SD.KFZ.7 HALF-TRACK

Designed as an artillery tractor for the Eighty-Eight (p.49) and 15cm *Schwere Feldhaubitze 18*, the Sd.Kfz.7 offers the German military machine the advantage of greater off-road mobility in its artillery than that possessed by the Allies.

SD.KFZ.222 4×4 ARMOURED CAR

A *Leichter Panzerspähwagen*, or light armoured reconnaissance vehicle, the Sd.Kfz.222 is a four-wheel armoured car, armed with a 2cm KWK 30 L/55 auto-cannon and an MG34. The Sd.Kfz.222 carries a crew of three, including commander, gunner, and driver. In Western Europe and Poland, *Leichter Panzerspähwagen* play an important role in German *Panzer* companies, acting as their eyes and ears. However, in North Africa, the rough terrain acts as a serious impediment to them operating at full effectiveness.

SD.KFZ.232 8×8 ARMOURED CAR

One of the many varieties of *Schwerer Panzerspähwagen* (or heavy armoured reconnaissance vehicle) fielded by the Germans, this 8-wheeled armoured car comes armed with a 2cm KWK 30 L/55 auto-cannon and an MG34. They are more heavily armoured than their lighter, four-wheeled cousins. Used predominantly for scouting and screening, technical troubles plague the Sd.Kfz.232 in North Africa.

Italy

AS.42 SAHARIANA SCOUT CAR

The Italians specifically design this scout car for the North African Theatre as a response to the Chevrolet 30cwt trucks of the British LRDG. With four-wheel drive and steering, and an

Susan Travers

Susan Travers (1909-2003). The daughter of a Royal Navy admiral, Susan is raised in France and becomes a semi-professional tennis player to escape an unhappy home life. She joins the French Red Cross at the onset of World War Two, and serves as an ambulance driver with the French Expeditionary Force in the Winter War in Finland (see *Achtung! Cthulhu: Guide to the Eastern Front* for more details of this conflict). Having joined de Gaulle's Free French forces, she finds herself in Syria as a driver (nicknamed "la Miss" by the troops) for the French Foreign Legion. Her war takes her across Africa, Italy, and France, driving everything from cars to a self-propelled anti-tank gun.

operational range of almost 700 miles, the AS.42 finds use in the Auto-Saharan Companies as a scout and raiding vehicle.

FIAT 508 STAFF CAR

The staff car of choice across the Italian colonial forces, the Fiat 508 "Torpedo" provides mobility to the officers of the Italian armed forces. This vehicle also finds its way into a number of other pre-war and wartime militaries, including the Polish Army.

L3 TANKETTE

The most numerous of all Italian armoured fighting vehicles, the L3 family of tankettes are hopelessly unfit for the role of light tank, which is their original envisioned purpose. Even as tankettes, the L3's thin armour and incredibly light armament means that they are inadequate to the realities of modern warfare. Even before the start of the war, this tiny tank's weaknesses start to show, with L3s having been put out of action by mass infantry assaults on at least two occasions; Soviet T-25s and BT-5s also outclass them during the Spanish Civil War.

M13/40 MEDIUM TANK

Designed as a replacement for the L3, the M13 is the primary Italian battle tank of the war. On paper, it is a superior tank to the British Vickers 6-Ton, upon which the M13 designers base their ideas. However, its high attrition rate tells a different story. The disparity between the weight of the M13's armour and the power of its engine means that it is temperamental and prone to breaking down, while its cheap construction means that even hits that do not penetrate its armour can still turn the inside of the tank into a shooting gallery of sheared-off rivets.

Special Rule: Rivet Storm

Whenever an M13/40 suffers 1 or more HP of damage, its crew must make a successful Luck roll, or suffer 1D6 damage from flying rivets.

When an M13/40 suffers a wound, its crew takes an additional 2d4 damage from flying rivets.

MOTO GUZZI ALCE MOTORCYCLE

Designed to replace the earlier GT20, the *Alce* ("Moose") is produced between 1939 and 1945 and sees service with the Italian armed forces across Europe and Africa. Available as a one-seater, a two-seater, and with a sidecar, the heavy frame can also carry a Breda *Modello* 30 machine gun. The *Alce* has a top speed of 56mph (90km/h) and a range of approximately 186 miles (300km).

SEMOVENTE 75/18 SELF-PROPELLED GUN

Widely used in North Africa, the Semovente 75/18 is one of the few Axis armoured fighting vehicles in the Theatre that can reliably take out the heavy Allied tanks, such as the M3 Grant and M4 Sherman. Devised originally to be used as artillery, the Semovente 75/18 performs well as both an assault gun and tank hunter. Its rarity is a serious blow to Axis forces.

SPA AS.37 AUTOCARRO SAHARIANO LIGHT TRUCK

These four-wheel drive trucks are the workhorse of the Italian war effort in North Africa. With a large flat bed, the Italians primarily use the AS.37 for troop and equipment transport, but from 1941 some are equipped with a 20mm Breda Cannon. The AS.37 finds heavy use in the Auto-Saharan Companies, where its long range and rugged nature play an important part in Italian efforts against the British LRDG.

NEW AIRCRAFT

As with the ground vehicles in the previous section, many of the aircraft which operate in Africa have already been described elsewhere (Chapter 6, *Achtung! Cthulhu: the Keeper's Guide to the Secret War*).

EXISTING AIRCRAFT

British and Commonwealth: the Hawker Hurricane fighter, the Supermarine Spitfire fighter, and the Westland Lysander.

United States of America: the Lockheed P-38, and the P-51 Mustang.

Germany: the Fieseler Fi 156 reconnaissance plane, the Junkers Ju 52 transport, Junkers Ju 87 dive-bomber, Junkers Ju 88 bomber, and the Messerschmitt Bf 109 fighter.

British & Commonwealth

BRISTOL BOMBAY TRANSPORT

Primarily a troop transport plane, the Bombay occasionally operates as a medium bomber in the North Africa Theatre, where modern fighter aircraft are a relative rarity. In its primary use, it may carry 24 armed soldiers, or 10 stretchers.

BRISTOL TYPE 156 BEAUFIGHTER

The Beaufighter is designed in six months, and is a two-seater, cannon-armed, long-range fighter. Equally capable as a night-fighter or a ground attack fighter, it is later used a torpedo strike fighter. Its four 20mm Hispano cannons and six .303 Browning machine guns can be supplemented by eight rockets, two 1000lb (450kg) bombs, or a torpedo. The sleeve-valved engines are quiet in comparison to contemporary engines, enabling Beaufighters to catch enemy troops unawares, if they are lucky.

BRISTOL BLENHEIM

The Blenheim is a fast, three-seater light bomber prior to the war but the conflict in Europe quickly proves that speed is not a sufficient defence, and the Blenheim is transferred

to the North African Theatre where it makes daylight raids on Axis positions. The asymmetrically-nosed (to put the bomb-aimer ahead of the pilot) Mk.IV is the most numerous variant and sees combat in many Theatres.

United States of America

CURTISS P-40 TOMAHAWK, KITTYHAWK & WARHAWK

The P-40 is a competent fighter that is greatly improved by combat experience as the war progresses. Purchased by the RAF, the Royal Australian Air Force, and the South African Air Force, the Kittyhawk (and the later Tomahawk) are flown by the Desert Air Force and are effective against both Italian air opposition and in a ground-attack role. The US Army Air Force (USAAF) also uses it as the Warhawk. Although outclassed by the German Bf-109, the P-40 is tough, nimble, and sufficiently well-armed to hold its own.

NORTH AMERICAN B25 MITCHELL BOMBER

Also known as the "Heavenly Body", the B25 is often described as the best medium bomber of World War Two, and the US Army Air Force orders 184 straight off the drawing board. Sixteen B25s make the Doolittle raid on Tokyo in 1942 (see *Achtung! Cthulhu: Guide to the Pacific Theatre* for further details). In North Africa, the B25 operates out of bases in Libya and Algeria against Axis targets in Tunisia.

Vichy France & Free French

DEWOITINE D520 FIGHTER

The D520 is the most modern fighter in the *Armée de l'Air* prior to the war and accounts for 147 German kills during the Fall of France. Many aircraft escape to either Algeria or Britain after the French Armistice, and production is temporarily halted until the Vichy government puts the D520 back into production in 1941. The D520 can also be found Tunisia and Syria.

Germany

MESSERSCHMITT BF-110

The Bf-110 is a "destroyer" fighter, with firepower and range supposedly compensating for decreased manoeuvrability. This weakness proves to be its Achilles heel, and the Bf-110 is badly mauled by the RAF during the Battle of Britain in 1940. The Bf-110 is transferred to night fighter duties and to North Africa, to act in a close-support role for German troops.

Italy

FIAT CR.42 "FALCO" FIGHTER

The CR.42 is already obsolete when it makes its first flight in 1939, but it still finds a ready market in Italy, Hungary, Belgium, and Sweden. The CR.42 is robust, easy to fly, and extremely manoeuvrable. Later variants are armed with four 12.7mm Breda-SAFAT machine guns, which give the CR.42 a deadly punch. CR.42s are able to shoot down unsuspecting Hawker Hurricanes in early engagements with the British.

MACCHI C.200 "SAETTA" FIGHTER

Saetta means lightning and is something of a misnomer, as the C.200 is only capable of average speeds. Designed by Macchi's record-breaking Schneider Cup seaplane design team, the C.200 sees more combat than any other Italian fighter and is an outstanding dogfighter with no vices, although woefully under-armed. One major advantage C.200 pilots have is cockpit indicators for unfired rounds, so they know when to press home an attack and when to disengage.

SAVOIA-MARCHETTI SM.81 "PIPISTRELLO" BOMBER & TRANSPORT

Having proved itself in Ethiopia and the Spanish Civil War, the three-engine SM.81 is the workhorse of the *Règio Aeronautica* in North Africa. Despite being largely obsolete by1940, the Italians make use of the SM.81 as a bomber, transport, and reconnaissance aircraft, where it continues to operate well despite its technical inferiority to Allied fighters.

NEW VESSELS

British & Commonwealth

LCA (LANDING CRAFT ASSAULT)

This landing craft, constructed from hardwood boards and strategically placed armoured plates, is the most common British and Commonwealth landing craft. Running on a silenced engine at 7 knots, it can carry an infantry platoon plus seven specialists, from a troop ship to shore. The LCA is the sea assault transport for British and American Special Forces in several theatres, including North Africa. A Bren light machine gun comes as standard, though some also feature a pair of Lewis guns.

FOLBOAT

"Folboat" (or, alternatively, folbot) is the generalised term for a variety of collapsible kayaks used by various Allied commando units. Their light weight and relatively small size allows for them to be carried aboard submarines and small boats, making them an ideal tool for covert actions; as such they are used by units such as the Special Boat Service, the Royal Marine Commandos, and the men of Special Unit Z of Special Operations Australia. Perhaps most importantly to the North African Theatre, it is on a folboat that Major General Mark Clark sneaks into French North Africa during Operation Flagpole, where he secures co-operation between Vichy French forces and the Allies during Operation Torch.

CAÏQUE

The traditional sailing skiff of the eastern Mediterranean and Aegean, a number of *caïque* make up the Levant Schooner Flotilla (LSF), a Royal Navy special operations group. *Caïque* of the LSF occasionally facilitate the operations of the LRDG.

T-CLASS SUBMARINE

Designed in the 1930s to replace a number of earlier British designs, the T-class sees action in every naval Theatre of World War Two, bringing their ten torpedo tubes to bear against Axis shipping. However, history remembers the T-class for its role as a base and covert means of transport for various special forces units.

NEW AUGMENTED VEHICLES

Nachtwölfe

CRYSTAL CARRIER

A converted Sd. Kfz. 251, the Crystal Carrier has a crane affixed to the back which can be swung up and over to a horizontal travelling position. Originally designed for retrieving and handling a variety of dangerous materials and objects, the crane has come into its own when handling the potentially hazardous ancient crystals. The vehicle contains lead-lined, sealed compartments, which can hold up to 440lbs (200kg) of material (although no crystal deposits of such a size have ever been found—yet). The Carrier often works in conjunction with the Desert Explorer, permitting the *Wüstenforscher* to offload its precious cargo and continue its operations whilst the Carrier transports the recovered crystals back to base for safe storage.

***THE DESERT EXPLORER* / WÜSTENFORSCHER**

The Desert Explorer looks like three conjoined Sd. Kfz. 251 halftracks with armoured roofs and connecting, jointed hinges. The front of the machine carries an ugly-looking, blocky contraption which sprouts massive circular drill bits and a ring of strange, flickering projections. The drill bits are made of a blue crystal/tungsten alloy (known as Mk.III *Blauer Kristall* (p.50), and the only example of the material currently in existence) which, like its less stable forerunners, has a shimmering blue sheen. Particularly strange are the emitters mounted around the ring of drill bits, which seem to push the ground out of the vehicle's way. Once a deposit of blue crystal is discovered, the vehicle is carried to the location in the Desert Flier, before being driven from the rear ramp nose-down at a sufficient angle to delve straight into the desert sands.

The vehicle can carry up to twelve crewmembers with their associated equipment, all of whom wear the *Nachtwölfe* Breather (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.146). The vehicle has an airtight seal with a small three-man airlock close to the cutters in the front segment, plus emergency hatches in the top and bottom of each segment. There is a blue crystal detector mounted in the forward command compartment.

Standard practice for the vehicle is to dig down to any detected deposits, which are typically located inside long buried, ancient buildings. The nose is used to break through into a space within the ruin, allowing the crew to exit, explore, and return with any crystals they find.

The Explorer works equally well on sand, earth, or snow, though *Nachtwölfe* are planning refinements to enable its to operate more effectively in the ice of Antarctica.

***THE DESERT FLIER* / WÜSTENFLIEGER**

Working closely with the Africa *Korps*, *Nachtwölfe's* specialists hunt the Dark Continent for blue crystals using the Desert Flier. This massive, camouflaged transport plane can

Floating on Air

Rudimentary hovercraft technology is in existence prior to the Second World War, with both the Finns and Soviets producing working prototypes in the late 1930s; a classified American version was also produced during the war. However, as far as most investigators are likely to be concerned, they will have little or no idea what one is, particularly as Sir Christopher Cockerell's modern concept of the hovercraft didn't exist until the 1950s (well beyond the scope of our timeline).

easily lift off and land in desert conditions and, once its vehicles (including the Crystal Carrier and Desert Explorer) are disembarked, the interior acts as a mobile command centre for the expedition.

The plane has *Blauer Kristall* I armour (with all of its inherent problems; see *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.146 for further details), and two side-mounted MG131 Hecklafette HL 131V dual-mounted turrets, with a further turret in the tail, each fed by a 300-round belt. The Desert Flier also has massive tyres (similar in design to those on the Desert Hunter) to prevent it from bogging down in deep sand.

Prototype jet engines similar to those in development for *Der Adler* (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.146-147) help give the plane the power for lift off. These engines swivel to give the Desert Flier VTOL (vertical take-off and landing) capability and have a cruising speed of 410mph (660 km/h). Its maximum safe speed is 455mph (730 km/h), but under emergency conditions it can reach 462mph (744 km/h). This means that, while the Desert Flier is considerably slower than *Der Adler*, almost no Allied aircraft pose a threat to it.

THE DESERT HUNTER / WÜSTENJÄGER

The Desert Hunter is a formidable desert attack and scout vehicle equipped with three pairs of massive lightweight tyres and a flexible chassis, designed to quickly traverse the dunes and gullies of the North African front. This fast moving vehicle can quickly bring its powerful 88mm gun to bear after it fires massive stabilisation spikes into the ground around it. This "grounding" takes a mere 30 seconds (compared to the 2½ minutes it takes to set up a towed 88mm gun). Once secured, the vehicle's giant shock absorbers help to counteract some of the gun's recoil. After firing, the vehicle can continue its bombardment, or it can retract the spikes and move on within 60 seconds, or jettison them and be moving within 10 seconds. The Desert Hunter carries 2 replacement sets of spikes.

The mounted 88mm Flak36NW (nicknamed *die Spinne* —"the Spider") is a specially converted *Nachtwölfe* variant, capable of firing the devastating *Feuerflügel* ammunition (see *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.147 for further details). As this ammunition is of limited availability, the Spider also carries more mundane rounds as well.

SCHWEBEPANZER MARK I

A secret vehicle being tested in the desert by *Nachtwölfe* with a view to creating an elite strike force for Rommel, this vehicle looks like a Panther (*Panzer* V) tank but, instead of tracks, there are about twenty 1ft (30.5cm) square, 6"-(15cm-) thick angled metal suspensor plates attached to the underside of the Panther chassis. The suspensors resemble larger versions of the force plates used by Stärkemeister (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.147-148) that crackle loudly when powered up. Each one is connected by a massive, heavy-duty power cable (fed through holes cut in the tanks' hull) to the central power plant, which looks, at first glance, like a typical tank engine. However, on closer examination, strange, glowing liquids encased in glass tubes can be seen embedded in the heart of the machine, which spark with energy when the engine is running. Despite intense experimentation, it appears that the suspensors will only work when riding over sand, so for now *Nachtwölfe* is unsure how it will transfer this amazing technology to the Western or Eastern Fronts.

The vehicle has the ability to move in a similar manner to a hovercraft and skim across the dunes of the desert, but an as yet unidentified design flaw causes the suspensor plates to blow out (25% chance [Cth]/draw a card from the Action Deck—check to see if it is a spade [Sav]) every 5 miles. The vehicle mounts the 88mm Flak36NW gun but, when fired, the tank is pushed violently backwards by the fearsome recoil, and invariably flips over if attempted while hovering. *Nachtwölfe* scientists have yet to figure out how to dampen the recoil on the vehicle as yet (spikes have a tendency to tear free when hovering, for example), or how to reduce the loud popping sound of the suspensors when active, which can be heard some distance away over the desert.

If the tank is grounded whilst travelling (for example, if the engines are switched off, or a plate fails, mid-flight) there is a chance of damaging several of the suspensors (20% chance [Cth]/draw a card from the Action Deck; if it is a queen, king, or ace of spades then damage occurs [Sav]) which will make it harder to fly (all Drive/Pilot rolls become *Difficult* [Cth]/Driving tests are at -2 [Sav]). This will, however, dampen any recoil from firing the gun. If grounded by slowly powering down the engine, the vehicle can be landed safely and the gun fired. The *Schwebepanzer* does not have the stabilising spike array of the Desert Hunter, meaning that there is a chance of the side facing the direction of fire being lifted high enough by the recoil to provide a shot at the vehicle's base until it can right itself by moving on (15% chance [Cth]/draw a card from the Action Deck; if it is a king or ace of spades, the base is exposed as described [Sav]).

Cth

Table 3: North Africa Vehicles

SUPPORT VEHICLES

Vehicle	Country	Spd.	Weapons	Damage	Crew	Armour (Front/Side/ Rear/Top)	HP	Handl.	Accel./ Decel
Austin K2 Ambulance	Britain	4	—	—	2+10	0	35	3	×2
Chevrolet 30CWT Truck	Britain	4	—	—	1+9	0	35	4	×2
Humber Scout Car	Britain	5	2×Bren Machine Gun	2D6+4	2	10	30	8	×3
Jeep, Desert Raiding	Britain	5	2×.303 Machine Gun	2D6+4	1+4	0	25	10	×3
Tilly Light Utility Vehicle	Britain	4	—	—	1+3	0	20	4	×2
Panhard 178 Armoured Car	France	3	25mm gun 7.5mm Machine Gun	3D6 2D6+4	4	5/5/5/5	20	3	×2
Sd.Kfz.7 Half-track	Germany	2	—	—	1+11	0	5	0	×2
Sd.Kfz.222 4×4 Armoured Car	Germany	4	20mm Gun MG34	3D6 2D6+4	4	4/4/4/4	35	4	×2
Sd.Kfz.232 8×8 Armoured Car	Germany	4	20mm Gun MG34	3D6 2D6+4	4	4/4/4/4	36	3	×2
Crystal Carrier	*Nachtwölfe*	3	—	—	2	2	50	0	×2
Desert Explorer	*Nachtwölfe*	3	—	—	12	5	50/section	-6	×2
AS.42 Sahariana Scout Car	Italy	4	—	—	5	0	35	4	×2
FIAT 508 Staff Car	Italy	4	—	—	1+3	0	20	5	×2
Moto Guzzi *Alce* Motorcycle	Italy	5	Breda M30 Machine Gun	2D6+3	1	0	15/20 w. sidecar	16	×8
SPA AS.37 Autocarro Sahariano Light Truck	Italy	4	—	—	4	0	35	4	×2

Carter, could you keep your eyes peeled for a flying tank while you're out there?

-R.D.

Sav

OTHER VEHICLES

Vehicle	Acc./ TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
Austin K2 Ambulance	10/25	12 (1)	2+10	—	—	—
Chevrolet 30CWT Truck	10/25	12 (1)	1+9	—	—	—
Humber Scout Car	7/14	14/9/9 (2/1/1)	2+1	Heavy Armor, Tracked	2×Bren Machine Gun	40/80/160, 2d8, RoF 3, AP 2, Auto
Jeep, Desert Raiding	20/60	7 (1)	1+4	—	2×.303 Machine Gun	40/80/160, 2d8+1, RoF 3, AP 2, Auto
Tilly Light Utility Vehicle	8/32	10 (3)	1+3	—	—	—
Panhard 178 Armoured Car	2.5/8	14/9/9 (2/1/1)	4	Heavy Armor	25mm Gun	50/75/100, 4d8, AP 4, Medium Burst, Reload 1, Heavy Weapon
					7.5mm Machine Gun	—
Sd.Kfz.7 Half-track	3/7	13 (2)	2+11	Tracked	—	—
Sd.Kfz.222 4×4 Armoured Car	3/15	15/12/13 (4/1/2)	4	Heavy Armor	20mm Gun	50/100/200, 3d8, AP 3, RoF 3, Heavy Weapon
					MG34	30/60/120, 2d8, RoF 3, AP 2, Auto
Sd.KFz.232 8×8 Armoured Car	2/12	17/13/15 (6/3/5)	4	Heavy Armor	20mm Gun	50/100/200, 3d8, AP 3, RoF 3, Heavy Weapon
					MG34	30/60/120, 2d8, RoF 3, AP 2, Auto
Crystal Carrier	4/10	10 (6)	2	—	—	—
Desert Explorer	5/15	8 (4)/section	12	—	—	—
AS.42 Sahariana Scout Car	5/15	14/9/9 (2/1/1)	5	0	—	—
FIAT 508 Staff Car	10/25	12 (1)	1+3	0	—	—
Moto Guzzi *Alce* Motorcycle	20/36	5 (1)	1+ sidecar	—	Breda M30 Machine Gun	24/48/96, 2d8-1, RoF 3, AP 1, Auto
SPA AS.37 Autocarro Sahariano Light Truck	10/25	12 (1)	1+3	—	—	—

A FLYING TANK? WELL, NOW I'VE HEARD IT ALL.
OKAY, MAYBE NOT...

-SGT. CARTER

Cth

TANKS

Vehicle	Country	Spd.	Weapons	Damage	Crew	Armour (Front/Side/ Rear/Top)	HP	Handl.	Accel./ Decel
Crusader Tank Mark I	Britain	2	40mm Gun 7.92mm Machine Gun	6D6 2D6+4	4	25/35/35/35	60	2	×2
Crusader Tank II	Britain	2	40mm Gun 7.9mm Machine Gun	6D6 2D6+4	5	25/40/40/40	60	2	×2
Valentine MK.II Infantry Tank	Britain	1	40mm Cannon	6D6	3	7/6/6/6	40	1	×1
Renault R35 Infantry Tank	France	1	47mm Gun 7.5mm Machine Gun	8D6 2D6+4	2	6/6/5/5	30	-1	×1
SOMUA S35 Tank	France	2	47mm Gun 7.5mm Machine Gun	8D6 2D6+4	3	9/7/7/7	40	0	×2
Desert Hunter	*Nachtwölfe*	4	88mm Krupps Flak	12D6	6	2	40	10	×3
Schwebepanzer Mark I	*Nachtwölfe*	8	88mm Krupps Flak	12D6	5	10/10/10/6	50	2	×3
M13/40 Medium Tank	Italy	2	47mm Gun	8D6	4	35/35/35/45	35	-4	×1
Semovente 75/18 Self-propelled Gun	Italy	2	75/76mm Gun 8mm Machine Gun	10D6 2D6+4	3	40/40/40/45	50	-6	×1

Sav

TANKS

Vehicle	Acc. / TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
Crusader Tank Mark I	5/12	18/15/15 (6/3/3)	5	Heavy Armor, Tracked	25 Pound Turret (AP 110)	75/150/300, 4d8, AP, Medium Burst, Reload 1 , Heavy Weapon
					Besa Machine Gun Bow (2,2250 rounds)	40/80/160, 2d8+2, RoF 3, AP 2, Auto
					Besa Machine Gun Coaxial (2,2250 rounds)	40/80/160, 2d8+2, RoF 3, AP 2, Auto
					Bren Machine Gun Commander's Hatch (600 rounds)	40/80/160, 2d8, RoF 3, AP 2, Auto

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Vehicle	Acc. / TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
Crusader Tank II	5/12	19/16/16 (7/4/4)	5	Heavy Armor, Tracked	25 Pound Turret (AP 110)	75/150/300, 4d8, AP, Medium Burst, Reload 1, Heavy Weapon
					Besa Machine Gun Bow (2,2250 rounds)	40/80/160, 2d8+2, RoF 3, AP 2, Auto
					Besa Machine Gun Coaxial (2,2250 rounds)	40/80/160, 2d8+2, RoF 3, AP 2, Auto
					Bren Machine Gun Commander's Hatch (600 rounds)	40/80/160, 2d8, RoF 3, AP 2, Auto
Valentine MK.II Infantry Tank	2.5/6	17/16/16 (5/4/4)	3	Heavy Armor, Tracked	2 Pound Turret	75/150/300, damage Armor Piercing 4d8 or High Explosive 3d6, AP 5 (AP) or 2 (HE), Medium Burst Template, Reload 1, Heavy Weapon.
Renault R35 Infantry Tank	2/7	14/13/13 (5/4/4)	5	Heavy Armor, Tracked	47mm Turret	75/150/300, 4d8 Armor Piercing or 3d8 High Explosive, AP 4 (AP) or 2 (HE), Medium Burst, Reload 1, Heavy Weapon
					7.5mm Machine Gun	30/60/120, 2d8+1, RoF 3, AP 2, Auto
SOMUA S35 Tank	3/8	17/16/16 (5/4/4)	3	Heavy Armor, Tracked	47mm Gun	75/150/300, 4d8 Armor Piercing or 3d8 High Explosive, AP 4 (AP) or 2 (HE), Medium Burst, Reload 1, Heavy Weapon
					7.5mm Machine Gun	30/60/120, 2d8+1, RoF 3, AP 2, Auto
Desert Hunter	15/55	13/13/13 (3/3/3)	6	—	88mm Krupps Flak	75/150/300, 4d10+1 Armor Piercing or 3d8 High Explosive, AP 21 (AP) or 8 (HE), Medium Burst, Reload 1, Heavy Weapon
Schwebepanzer Mark I	8/20	25/17/17 (14/5/5)	5	See p.63	88mm Krupps Flak	75/150/300, 4d10+1 Amor Piercing or 3d8 High Explosive, AP 21 (AP) or 8 (HE), Medium Burst, Reload 1, Heavy Weapon
L3 Tankette	5/10	14/14/14 (4/4/4)	2	Heavy Armor, Tracked	2×8mm Machine Guns	30/60/120, 2d8, RoF 3, AP 2, Auto
					Flame Thrower	2d10 in a Cone Template, Agility opposed by shooting roll to avoid
M13/40 Medium Tank	5/10	17/16/16 (5/4/4)	4	Heavy Armor, Tracked	47mm Gun	75/150/300, 4d8 Armor Piercing or 3d8 High Explosive, AP 4 (AP) or 2 (HE), Medium Burst, Reload 1, Heavy Weapon
Semovente 75/18 Self-propelled Gun	5/10	17/16/16 (5/4/4)	3	Heavy Armor, Tracked	75/76mm Gun	75/150/300, 4d10 Armor Piercing or 3d8 High Explosive, AP 13 (AP) or 5 (HE), Medium Burst, Reload 1, Heavy Weapon
					8mm Machine Gun	30/60/120, 2d8, RoF 3, AP 2, Auto

Cth

MILITARY VESSELS

Vehicle	Country	Spd.	Weapons	Damage	Crew	HP	Handl.	Accel./Decel
LCA (Landing Craft Assault)	Britain	1 (max)	Bren Light Machine Gun	2D6+4	4+36	50	10	×1
Folboat	Britain	1 (max)	—	—	1	8	20	×1
Caïque	Britain	2 (max)	20mm Cannon	3D6	6	30	8	×1

Sav

AEROPLANES

Vehicle	Acc./TS	Engines	Climb	Toughness	Manoeuvrability	Range (Miles)	Crew	>
Bristol Bombay Transport	10/100	2	0	12 (1)	-3	2,000	4	>
Bristol Type 156 Beaufighter	15/128	2	15	12 (1)	+0	1,400	3	>
Bristol Blenheim	10/121	2	10	12 (1)	-2	1450	5	>
Curtiss P-40	15/140	1	15	11(2)	+1	1,080	1	>
B25 Mitchell Bomber	10/113	2	10	15 (2)	-2	1,200	5	>
Dewoitine D520 Fighter	20/120	1	15	11(2)	+3	325	1	>
Messerschmitt Bf-110	20/140	1	15	11(2)	+2	325	1	>
Desert Flier	40/250	6	30	??	+6	Unconfirmed	6	>
Fiat cr.42 "Falco" Fighter	10/110	1	10	10 (1)	+2	200	1	>
Macchi C.200 "Saetta" Fighter	15/120	1	10	12 (1)	+3	325	1	>
Savoia-Marchetti SM.81 "Pipistrello" Bomber & Transport	10/110	3	10	13 (1)	-3	1000	6	>

I wonder if the Wright Brothers ever realised what their invention would get used for one day? -R.D.

Sav

MILITARY VESSELS

Vehicle	Acc./TS	Toughness	Crew	Notes	Weapons	Weapon Statistics
LCA (Landing Craft Assault)	2.5/10	10 (2)	4+36	—	Bren Light Machine Gun	40/80/160, 2d8, RoF 3, AP 2, Auto
Folboat	2.5/8	8 (1)	1	—	—	—
Caïque	2/10	13 (2)	6	—	20mm Cannon	50/100/200, 3d8, AP 3, RoF 3, Heavy Weapon

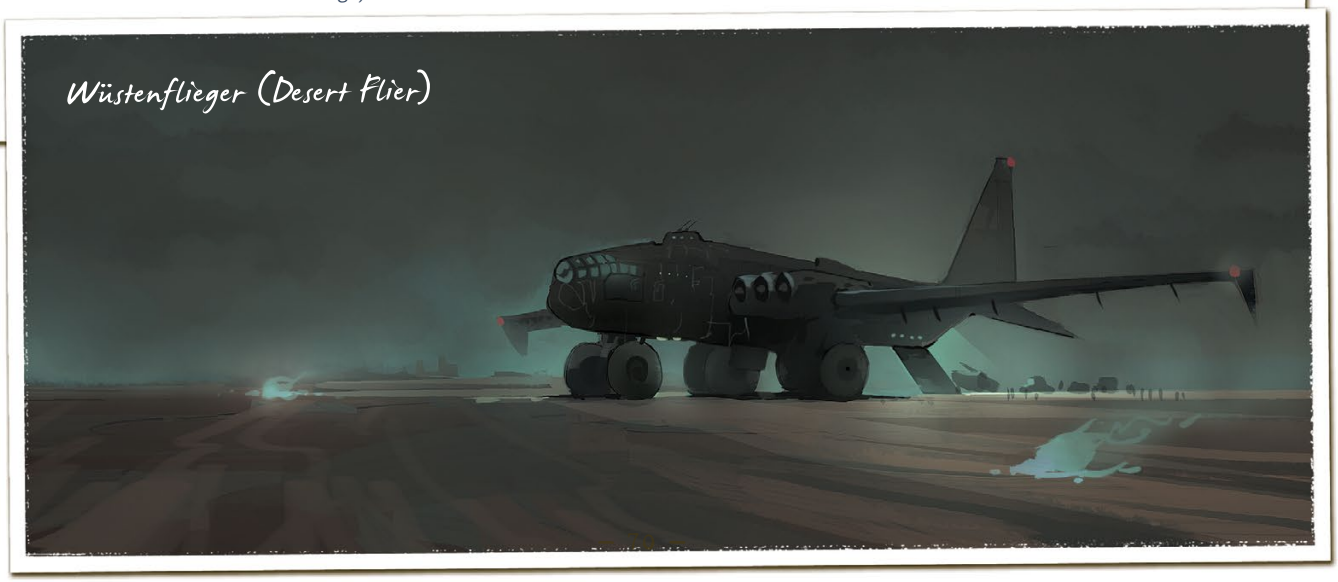
> Vehicle	Notes	Weapons	Weapons Statistics
> Bristol Bombay Transport	—	2×.303 Machine Guns	40/80/160, 2d8+1, RoF 3, AP 2, Auto
		8×250lb Bombs	Special*
> Bristol Type 156 Beaufighter	—	4×20mm Guns	50/100/200, 3d8, RoF 3, Heavy Weapon
		6×.303 Machine Guns	40/80/160, 2d8+1, RoF 3, AP 2, Auto
		8×Wing-mounted Rockets	100/200/400, 3d8, AP 4, RoF 1, Medium Burst Template
> Bristol Blenheim	—	5×.303 Machine Guns	40/80/160, 2d8+1, RoF 3, AP 2, Auto
		4×250lb Bombs	Special*
> Curtiss P-40	Water Injection	6x.50 Cal. Machine Guns	50/100/200, 2d10, RoF 3, AP 4, Auto, Heavy Weapon
		1×500lb Bomb	Special*
> B25 Mitchell Bomber	—	3×.30 Machine Guns	40/80/160, 2d8+1, RoF 3, AP 2, Auto
		12.7mm Machine Gun	50/100/200, 2d10, RoF 3, AP 3, Auto, Heavy Weapon
		Strategic Bombing Load: 3,600lbs	Special*
> Dewoitine D520 Fighter	—	20mm Gun	50/100/200, 3d8, RoF 3, Heavy Weapon
		4×7.5mm Machine Guns	30/60/120, 2d8+1, RoF 3, AP 2, Auto
> Messerschmitt Bf-110	Turbocharger, Water Injection	2×20mm Gun	50/100/200, 3d8, / RoF 3, Heavy Weapon
		4×7.92mm Machine Gun	40/80/160, 2d8, RoF 3, AP 2, Auto
		7.92mm Machine Gun (Turret)	40/80/160, 2d8, RoF 3, AP 2, Auto
> Desert Flier	Invisible to radar	6×MG131 *Hecklafette* HL 131V	50/100/200, 2d8+3, AP 2, RoF 3.
> Fiat cr.42 "Falco" Fighter	—	12.7mm Machine Guns	—
> Macchi C.200 "Saetta" Fighter	—	2×12.7mm Machine Guns	50/100/200, 2d10, RoF 3, AP 3, Auto, Heavy Weapon
> Savoia-Marchetti SM.81 "Pipistrello" Bomber & Transport	—	6×.303 Machine Guns	50/100/200, 2d10, RoF 3, AP 3, Auto, Heavy Weapon

*For large quantities of explosives, treat damage cinematically (see the *Investigator's Guide*, p.122, or the *Keeper's Guide*, p.121 for further details on cinematic damage).

AEROPLANES

Vehicle	Country	Spd.	Weapons	Damage	Crew	HP (Front/Side/ Rear/Top/Bottom)	Handl.	Accel./ Decel
Bristol Bombay Transport	Britain	15	2×.303 Machine Guns	2D6+4	4	15/15/10/15/15	4	×2
			8×250lb Bombs	Special*				
Bristol Type 156 Beaufighter	Britain	25	4×20mm Guns	3D6	2	15/15/10/15/15	6	×5
			6×.303 Machine Guns	2D6+4				
			8×Wing-mounted Rockets	6D6				
Bristol Blenheim	Britain	20	5×.303 Machine Guns	2D6+4	3	20/20/15/20/20	5	×2
			4×250lb Bombs	Special*				
Curtiss P-40	Britain/US	28	6×1/2" Machine Guns	2D6+4	1	20/15/10/10/10	10	×6
			500lb bomb	Special*				
B25 Mitchell Bomber	US	21	3×.30 Machine Guns	2D6+4	6	20/20/20/20/20	4	×1
			12.7mm Machine Gun	2D6+4				
			Strategic Bombing Load: 3,600lbs	Special*				
Dewoitine D520 Fighter	France	23	20mm Gun	3D6	1	20/15/10/10/10	14	× 6
			4×7.5mm Machine Guns	2D6+4				
Messerschmitt Bf-110	Germany	28	2×20 mm Cannons	3D6	2	20/15/10/10/15	8	×5
			4×7.92mm Machine Gun	2D6+4				
			7.92mm Machine Gun (turret)	2D6+4				
Desert Flier	*Nachtwölfe*	Spec.	6×MG131 *Hecklafette* HL 131V	2D8+4	6	Special	Special	Special
Fiat cr.42 "Falco" Fighter	Italy	21	12.7mm Machine Guns	2D6+4	1	15/15/15/15/15	12	×2
Macchi C.200 "Saetta" Fighter	Italy	24	2×12.7mm Machine Guns	2D6+4	1	20/15/10/10/15	8	×6
Savoia-Marchetti SM.81 "Pipistrello" Bomber & Transport	Italy	16	6×.303 Machine Gun	2D6+4	6	15/15/10/15/15	4	×2

*For large quantities of explosives, treat damage cinematically (see the *Investigator's Guide*, p.122, or the *Keeper's Guide*, p.121 for further details on cinematic damage).



CHAPTER 7

Just Deserts

"Never thank anybody for anything, except a drink of water in the desert."
– Gene Fowler

North African environments vary greatly, but hot, dry desert conditions are the ones which most affect combat and survival, and which are unique to this theatre of the war. It is these conditions that make the scarcity of supply and materials (p.74) bite so hard.

Beyond the fertile areas near the coast there are only a few oases providing water and food in quantities sufficient for people to survive. Between these oases, vast, trackless deserts and featureless, shifting seas of sand make travel a risky business. European explorers reach some of the scattered settlements for the first time only a few decades before World War Two begins. In doing so they gather information and know-how that becomes vital to covert operations in these regions during the conflict.

Whether the campaign keeps your investigators near the major battles along the northern coast or takes them to obscure desert outposts, the surrounding environment can seriously affect their chances of survival, especially in summer.

ACCLIMATISATION & ILLNESS

Troops arriving in Egypt wait in holding camps until supplied with combat equipment and transport. During this time, it is hoped they will also become acclimatised to the local environment. In practice, this is not simply a chance for them to get used to desert conditions but also to expose them to some of the area's endemic diseases (such as dysentery) before they are put into a combat environment. Dying of disease before seeing action is not how investigators should end, of course, but if unlucky (a failed Luck roll [Cth]/drawing a black face card from the Action Deck [Sav]) they might pick up a serious disease and, after 4D6 days in hospital, need to make a CON×5 roll [Cth]/Vigor (-1) test [Sav] to recover.

A failure might cost them 1 point of CON, whereas a fumble might cost 2, permanently [Cth]/see the disease rules in the ***Savage Worlds*** rulebook, **Chapter Four: Situational Rules—Hazards** [Sav].

Such diseases occurring later in the campaign (from drinking contaminated water, for example) might work similarly but if no hospital is available, all of an investigator's characteristics are halved for the period that the disease is at its height [Cth]/see the disease rules in the ***Savage Worlds*** rulebook, **Chapter Four: Situational Rules—Hazards** [Sav]. Without sufficient clean water, such diseases can prove quickly fatal.

DESERT CONDITIONS

During summer, unless cooled by the proximity of the sea or shaded by mountains, by 7AM the North African desert is already heating up and by 9AM it is baking. Temperatures continue to climb throughout the day, and only start to cool again after 4PM; at the extreme, thermometers may hit 55°C (130°F). The sun does not simply beat down; it presses down, hard, attempting to crush the life out of its unshaded victims. There is only a gradual let up over the evening until darkness at 8PM, after which temperatures plummet back down to 5°C (40°F).

Life in an army camp mitigates these extremes by providing bedding, tents, water rations, and food. For the majority of soldiers and for the majority of the time, war is waiting for

A Spot of Bother

There will be certain situations in an ***Achtung! Cthulhu*** adventure or supplement that will present an investigator with more, or less, of a challenge to his standard skill ability. For a full discussion of these, see either p.61 of the *Investigator's Guide*, or p.159 of the *Keeper's Guide*.

Cth In this book we have introduced a new designation: *Extreme*. In this situation, the skill's value is divided by five and rounded down. So an investigator with Spot Hidden 30% facing an *Extreme* challenge would need to roll against a modified skill value of just 6%. The Keeper is, of course, free to modify an investigator's skill rolls according to the situation and as he sees fit.

Sav ***Savage Worlds*** already has modifiers built into its skill system but, to reinforce those rules, we will highlight some of the important bonuses and penalties here. An *easy* roll is +1, or +2 to the roll on top of whatever the character gets from Edges; a *difficult* roll is -1 or even -2, and an *extreme* roll is an eye-watering -4.

something to happen, and the war in the desert is no different. Life is hot, everyone sweats, and everyone smells (hygiene has a tendency to lapse with shortages of water for bathing). Daily routines, such as kit inspections, the requirement to keep shaving, and visits to the mess tent and the latrines serve little to break the overall monotony. And when something does happen, it is frequently life-threatening or unpleasant: incursions by enemy aircraft, enemy attack, civil unrest, supply problems, disease, accidents, fights, and theft. All of this leads to a very tense, unsettled atmosphere in any army camp.

Living in such conditions might be uncomfortable but it is tolerable—just. However, the closer to combat a person is, the more precarious such comforts become. If fully exposed to desert conditions there are several potential dangers: dehydration and heatstroke, sunburn, and sunblindness. Lack of food is, surprisingly, a much less pressing concern.

Dehydration & Heatstroke

This is the most immediate threat. Four pints (2.3 litres) is the bare minimum to keep anyone functioning in the short term, but in terms of maintaining optimal hydration it is barely adequate to the needs of one man sitting inactive in the shade.

Cth Characters who become dehydrated should lose 2 points of CON for each 24 hour period they remain without water. This effectively removes 1 Hit Point per day.

Sav See the rules for heat exhaustion and Fatigue in the ***Savage Worlds*** rulebook, **Chapter Four: Situational Rules—Hazards**.

The symptoms of dehydration include tiredness, constipation, pain when passing urine, prickly heat, heat cramps, painful sores from even minor grazes, and nausea. Their onset occurs at different rates and additional, variable, penalties reflect that.

Cth On the first day of exposure to desert conditions, investigators are required to make CON×5 rolls for every three hours spent in the sun, and every unsheltered active hour during the period 10AM-4PM. These rolls are only required every 6 hours at night, assuming an inactive daytime. Each failure reduces CON by 1 point, and 1 Hit Point will be lost for every 2 CON lost (damage bonus is also reduced if CON + SIZ falls below 25). On Day 2, the rolls are at CON×4, and so on.

Characters down to a CON of between 1-3 are virtually unable to move (POW×3 to do so) and suffer heatstroke if exposed to the sun for any length of time. Characters who fumble CON rolls (96-00) also suffer heatstroke. If critical successes (01-05) are made, natural healing may restore 1 lost Hit Point for any reason *other than* dehydration.

When affected by heatstroke, the skin becomes hot and dry, sweating ceases, the face becomes purple, a violent headache sets in, and fainting occurs. Recovery requires shade, some water, and a successful First Aid check, but this does not restore any Hit Points or CON.

Sav See the rules for heat exhaustion and Fatigue in the ***Savage Worlds*** rulebook, **Chapter 4: Situational Rules—Hazards**.

Sunburn

The fierce UV rays of the desert sun burn unprotected skin, making it livid and painful.

Cth It can cause up to 1D6 Hit Points of damage depending on the amount of skin exposed. Victims suffering 4-6 points of damage also suffer from heatstroke (p.72) unless they can make a CON×3 roll. Precautions might include using parachute silk to make Arabic-style costume.

Sav See the rules for heat exhaustion and Fatigue in the ***Savage Worlds*** rulebook, **Chapter Four: Situational Rules—Hazards**.

Sunblindness

The sun is incredibly bright and can prove damaging to unprotected eyes, either through direct exposure or reflected from the bright sands of the desert. On the second day of activity in sunshine, those without protection (sunglasses or polarised goggles) will begin to become sunblind as their corneas burn. Symptoms are pain, redness, dizziness, hazy vision, and a continuous gritty feeling in the eyes, and they will experience pain if their eyes are exposed to light. A third full day in the sun, unprotected, will functionally blind them.

Cth Perception based rolls, such as Spot Hidden, become *Difficult* on the first day a character begins to suffer from sunblindness. On the subsequent day, these rolls become *Extreme*. Characters will then become functionally blind and suffer penalties to all other skill rolls until healing has occurred, for example by using the Cure Blindness spell (***Call of Cthulhu, Sixth Edition***, p.223), or through a period of proper medical treatment and rest.

Sav Characters who spend too much time in the blinding glow of the desert must make Vigor rolls each day or suffer a cumulative -1 to their Notice (and any other roll which involves sight; if this penalty climbs to beyond -6 then they are rendered functionally blind). Once they are out of the glaring sun, each Healing roll or period of natural healing reduces the penalty, until eventually they are able to see unimpeded once more.

"And all around is the desert;
a corner of the mournful kingdom of sand."
- Pierre Loti

WALKING IN THE DESERT

The basic rate of movement for walking is 4mph (6.5km/h) on good ground. On soft sand, this may fall to 2.5mph (4km/h) or less.

Extra Weight

Cth Heavily laden characters and characters assisting others have their CON rolls for activity penalised by a factor of 1 (e.g. a CON roll that is normally ×4 becomes ×3, etc.), as does an injured character attempting to move under their own power, with assistance. Characters who are injured but attempting to advance entirely under their own power experience a penalisation to CON rolls of 2 factors and can manage only 1mph (1.6km/h). Characters attempting to individually carry others also suffer the same penalty, and must check every two hours in daytime or every four at night. They are also limited to only 0.5mph (0.8km/h), due to the frequent requirement to rest.

Sav See the encumbrance rules in the ***Savage Worlds*** rulebook, **Chapter Two: Gear**. We think it is fair to say that an investigator carrying another is at least automatically encumbered.

Personal Equipment in Desert Conditions

Cth Sand gets everywhere and this includes into weapons. Normal usage counts as exposing any item to sand and, if it is neglected, any weapon's malfunction rate will double (so Malf 95 becomes Malf 90, for example). Note that any malfunction rolled as part of the extended malfunction rating is always due to jamming rather than a simple dud round.

Sav Sand gets everywhere and this includes into weapons. Normal usage counts as exposing any item to sand and, if it is neglected, any firearm will malfunction if the user rolls a 1 on his Shooting die (whatever the Wild Die reads). This malfunction is due to a mechanism jam, and must be cleared with a Repair roll.

These effects can be prevented by regular (daily) cleaning of weapons, magazines, and clips. While combat experienced soldiers can usually be relied upon to do this, investigators involved in complex missions or exposed to sanity shaking experiences need to specify to the Keeper that they are doing so and make time to do it. A bad experience or sanity loss close to a weapon malfunction might make weapon cleaning a good obsessive-compulsive tick to adopt.

SCARCITY & SCAVENGING

During the desert campaign both British and Axis advances are hampered by supply difficulties. Away from the flood plains of the Nile and the fertile coastal strip, the North African desert has little to encourage human habitation and shows no industrial development. The materials necessary for both war and survival have to be brought in by land, sea, and air, all of which are contested during this period of the war. Unorthodox Allied units such as the LRDG, the SAS, and Popski's Private Army (see Chapter 4) thrive in circumstances where any interference with enemy supply lines can have a disproportionate effect on the ability to continue the fight.

When dealing with life in the desert, these three points are worth remembering: an army with nothing in its stomach cannot march, vehicles lacking petrol cannot move, and men lacking water cannot survive.

Scarcity of supplies makes all weapons and equipment that much more valuable.

Share & Share Alike

The conflict in North Africa sees both Allied and Axis forces using each other's supplies and vehicles as the long drawn out supply lines from Europe do not always deliver. The Axis forces are always under-supplied due to shipping losses *en route* from Italy, and the Allies are on the end of a long supply chain that stretches through West Africa or round the Cape of Good Hope. In the heat of the desert, soldiers in shorts and shirts look alike and there are many reported instances of enemy troops passing by each other without realising their true allegiance. The most extreme example is that of the British field police dressed in German uniforms who go about their business in Allied-held Cairo completely unhindered.

Scarcity of supplies, and the difficulty of replacing things that are lost, make all weapons and equipment that much more valuable. In order to make the most of any advance, experienced campaigners seize whatever the retreating enemy leaves behind. A supply of petrol is crucial for desert warfare, and well designed containers that do not leak or allow the fuel to evaporate can make all the difference between reaching and not reaching an objective. The German "jerry can" is a far superior design to the Allied "flimsy" (except when it comes to making impromptu cookware), meaning that it is scavenged wherever possible.

Rommel is always short of armoured transport, and abandoned Allied vehicles on the battlefield are recovered and put back into Axis service. Some observers note that the *Deutsches Afrika Korps* takes particular care to recover vehicles, whereas the British just leave them in the desert. However, Italian trucks and even tanks are pressed into Allied service, the Australians fielding their first armoured unit equipped with M13/40 tanks (p.60).

In the best case scenario for the scavenger, an abandoned vehicle will only have run out of fuel, but most enemies take the time to sabotage the vehicle unless closely pursued or panicked. Vehicles breaking down for other reasons may be abandoned with fuel still in them but, given its value, this is usually siphoned off and the "spare" fuel carted away either by the new "owners", or later on by locals.

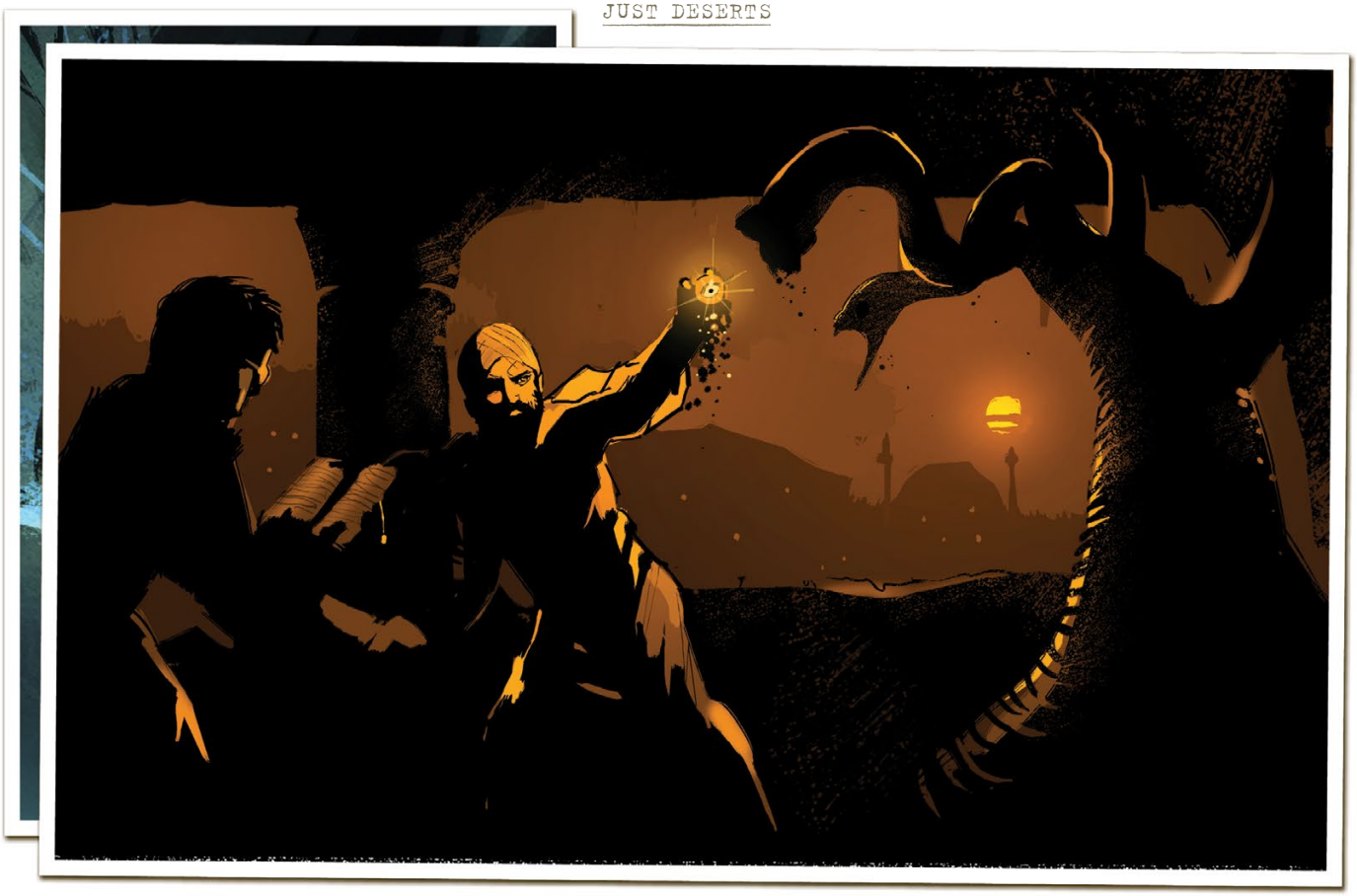
Vehicles halted during an attack (for example, because of a strafing run by plane) are likely to be badly damaged and/or require a gruesome clean-up, but there might still be enough functioning parts across a number of vehicles that can be scavenged to assemble something functional.

Cth As a general rule, when investigators are scavenging, the Keeper should ask for a Luck roll from the least lucky character in the group. On a success, the thing they need (transport, fuel, armaments, water, medical supplies, etc.) is present. On a Critical Success, it is present in good quantities and easily found with other useful materials. On an ordinary success it can only be gained with either a Mechanical Repair roll, a Spot Hidden roll, or some ingenuity on the part of the characters. On a failure, but a roll that would have succeeded for the group's luckiest character, there are tantalising hints of the desired commodity (a sketched map indicating a fuel dump, oasis, field hospital, for example). On a Fumble (96-00), the abandoned vehicle or site may be under enemy observation, booby-trapped, or sighted by an enemy plane (whichever is most plausible, or most interesting).

Sav As a general rule, when investigators are scavenging, the GM should draw a card from the Action Deck If it is a red face card, the thing the characters need (transport, fuel, armaments, water, medical supplies, etc.) is present. If it is a joker, it is present in good quantities and easily found with other useful materials. Of course, the item might only be gained with either a Repair test, a Notice test, or some ingenuity on the part of the characters. If a black card is drawn, but it is numbered between 1 and 5, there are tantalising hints of the desired commodity (a sketched map indicating a fuel dump, oasis, field hospital, for example). On drawing the ace of spades, the abandoned vehicle or site may be under enemy observation, booby-trapped, or sighted by an enemy plane (whichever is most plausible, or most interesting).

In some situations, characters may be assigned former enemy vehicles scavenged by their engineers, especially if their own vehicles have broken down or are under repair. There are entire British tank units made up of machines taken from the Italians.

Cth In combat situations, using such unfamiliar equipment incurs a -5% penalty on Artillery, Drive Tracked, and Radio Operator skills. This



penalty rises to -10% if the investigators have had no time at all to adjust to the equipment they are now attempting to operate (for example, if they commandeer an unfamiliar vehicle whilst under enemy fire).

Sav In combat situations the investigators may suffer a -1, or even a -2, penalty to their skill tests from using unfamiliar equipment. This penalty will disappear once they have some time to get to know the foibles of their new gear.

Crew-served weapons from all combatants are used by the Axis and Allies alike, especially the Breda 20mm cannon, and the Germans highly rate the British 25-pounder. Unexploded enemy shells and bombs can be turned into remote-controlled mines with copper wire. It requires two successful Demolitions skill rolls [Cth]/ Knowledge (Demolitions) tests [Sav] to achieve this: one to disarm, one to successfully repurpose. Unless the investigator is working under time pressure, only a critical failure [Cth]/a natural 1 on both the skill and Wild die [Sav] would produce an immediate detonation. A failed attempt at disarmament can be reattempted, circumstances permitting. A failed repurposing roll means that the mine will not work when in position.

Thus, there is a certain amount of interchangeability of uniform, equipment, and vehicles in the North African campaign. If the gear defines the character, there is no reason why a German character cannot use American weapons, or an American character wear an Italian safari jacket. The Keeper is encouraged to make the investigators work for desired items or, if the investigator starts play with a particular "valuable" item, then the player is strongly encouraged to write a back-story to explain its presence.

Instability of supply, even as a background factor, reminds investigators of the kind of war they are involved in and provides numerous opportunities for the Keeper. For example, a unit the characters rely upon for support has been laid low because its water supply was delivered from a fouled well; fuel supplies are delayed because a tanker ship is lost at sea, or a tanker lorry runs over an uncleared mine; and whatever the investigators neglect to keep with them might be almost impossible to replace along the way.

CHAPTER 8

A Most Dangerous Game

"In order for the light to shine so brightly, the darkness must be present."
- Francis Bacon

As the cradle of humanity, Africa is an ancient place and home to man's earliest civilisations. But there are other forces at work in the forbidding landscape; older and darker secrets that the unscrupulous and foolhardy wish to exploit. This chapter looks at the occult forces arrayed against the Allies in North Africa and the Middle East, as well as detailing Section M and Majestic's bases of operation. The final section looks briefly at the types of site where the Mythos could be encountered, in all its squamous forms.

EVIL UNDER THE BLACK SUN

Men have long searched for the true meaning of life amidst the sands of North Africa and the Middle East, burrowing deep beneath the ruins of antiquity in the hope of truth and knowledge. Since the 1930s, Black Sun—the dark soul of the Nazi regime—has dispatched countless expeditions under the auspices of the *Ahnenerbe* to scour the land for hidden knowledge. Previously forced to work within the laws of their host nations, Black Sun now have the might of the *Wehrmacht's Afrika Korps* to assist them, brushing aside political and diplomatic niceties and, where necessary, coercing the local populace into providing labour for their extensive excavations.

The Allies, despite their well-established networks of spies and informers in the region, have so far been unable to determine precisely what Black Sun are searching for, but again and again a single word crops up in the deciphered messages intended for Wewelsburg. To most within Allied intelligence, the word means nothing but, to a select few, it has set alarm bells ringing, for they know the meaning of "Irem" and what horrors Black Sun could unleash should they discover the path to that damned place. Few among the top brass care what these occult cranks are up to in the deserts, but within certain departments a new sense of urgency has forced them to focus their efforts on the Middle East.

Irem Zhat Al Imad

The name Irem Zhat Al Imad has, for centuries, been translated by scholars and historians to mean Irem of the Pillars and, indeed, the ruins of this dark city are a labyrinth of avenues flanked by sun-bleached, crumbling columns of sandstone. However, the translation is a false one, perhaps the fault of the dreaded Al Azif when he transcribed what would become the *Necronomicon*, or even an intentional obscuration by the mad poet, Abdul Alhazred himself. Among the ancient mystics of the desert, the word for pillar also has another meaning: *Elder* or *Old One*, changing the meaning of Irem's moniker to something far more terrifying; for Irem has stood since long before the Earth was formed.

The lost city of Irem was ancient when the pharaohs of Egypt first raised their mighty temples and supplicated themselves before the Black Pharaoh (one of Nyarlathotep's many avatars). Legend tells that the city was raised by djinn, demons of the wind that had long dwelt in the bleak heart of the deserts of Arabia, known as Rubn Al Khali (the Empty Quarter) by the people of the region.

In reality, Irem itself has no place on this earth, nor even in our dimension, but lies beyond our existence, connected through portals of terrible power such as those which exist in the Arabian desert. Again, through centuries of mistranslation, the true name of the Empty Quarter has been corrupted. The first men to discover this place, the sinister Kahin seers of pre-Islamic times, named the place the Void

Quarter, as it was truly a gateway into the void. Despite the legends, the djinn did not create Irem but fell upon the original alien founders of the city when their dark magic angered the wind demons (pp.108-109). They massacred the inhabitants and took it as their own; discovering portals to Earth, and finding the harsh deserts of this young planet to their liking, chose to remain.

The *Muqarribun*

When the first Kahin seers, following the whispered words of their own dark spirits, ventured into the Void Quarter, they discovered a place of wonder and horror. The cyclopean towers and pillars of Irem revealed to them both the deepest secrets of the universe, and the blackest blasphemies of oblivion as the djinn whispered to them of forbidden knowledge. Many of the Kahin were driven instantly insane by the truths unveiled before them, but some among their number withstood the assault on their sanities and learned from the demons of the desert. Isolated from the normal order of things, these men aged little, as for centuries they revelled in the horrors that the djinn presented to them.

Many ages after they had first made their dark pilgrimage to Irem, the Kahin walked out of the desert with the knowledge of the Outer Gods at their disposal. No longer were they the Kahin seers; they became known instead as the *Muqarribun*—the Ghost Priests—with their black, fathomless eyes gazing out from behind silk veils. Secretive and mysterious, the *Muqarribun* rapidly established themselves as a power in the Middle East, even as the new faith of Islam eclipsed the old ways.

Their renown for vengeance against those who would wrong them grew to match their reputation for dark knowledge and so, when one of their number dared to reveal the forbidden lore they had returned with from Irem, their retribution was swift and terrifying to behold. The heretic *Muqarribun*, named Abdul Alhazred in Arabic, directly contravened their ways by daring to record their blasphemous secrets in a written tome, even though he had obscured many of the most horrific certainties. Some say that the betrayal of his fellow *Muqarribun* was caused by the madness that descended upon him in his dreams, and that the last tatters of his sanity attempted to mask the truth of the place. No matter his intentions, Alhazred could not evade his former brothers' magick for long and, in the streets of Damascus, witnesses looked on in horror as the heretic was torn limb from limb by an unseen assailant, though many swore they heard a terrible laughter in the air as the man was butchered.

Their reputation well and truly sealed, the *Muqarribun* spent many centuries hunting down copies of the Necronomicon, Alhazred's heretical tome, but they were unable to trace them all and its blasphemies lived on despite them. After the betrayal, the *Muqarribun* were more reticent to engage in the world of men and for many years retreated back to ghostly Irem.

Only when a new invader entered the region did they stir from their studies again, this time to answer the pleas for help

from the native people as Christendom sought to make the Holy Land their own. Exacting a terrible price for their assistance, the sorcerers were permitted to establish a seat of power near Aqaba (in what is now Jordan) in the Wadi Rum mountains, where those who pleaded for their help would make pilgrimage to strike terms. Though the precise nature of the bargain they made with Saladin is unknown, rumours persist that many of the thousands of captured Christian soldiers executed went to their deaths under the blades of the *Muqarribun*.

In the centuries that followed, as the world grew smaller and mankind learned new ways to keep the darkness at bay that did not come at such a terrible cost, the *Muqarribun* abandoned Wadi Rum to the desert, though even to this day the mountains are a place of curses and darkness. One by one, the Ghost Priests walked the lost paths back into the Rubn Al Khali and to the gates of Irem, back into the world of the Outer Gods, fading into legend and becoming the stuff of nightmares. Only those who have looked beyond the veil and glimpsed fragments of the truth about the world remember their name now, and for centuries there have been few men who would choose to pay the blood price demanded by the *Muqarribun* for their services. However, marching under the twin banners of the Black Sun and the Swastika, a new horror stalks the deserts of the Middle East, eager to come to an arrangement with the unholy sorcerers of Irem, whatever the price.

THE GHOST PRIESTS

Once these creatures were men of the desert, known as the Kahin among their own people. They were great seers and sages in the centuries before the coming of the Prophet Muhammad, versed in matters spiritual and magical, and rightly feared and respected in equal measure. Guided by the dark spirits that they communed with in their desert lairs, many Kahin were drawn out into the burning sands of Arabia, and though most would die, there were those with sufficient force of will to keep walking over the bleached bones of their brethren and on to the gateway to Irem. There they beheld the true nature of the universe as the veil that protects mankind from the madness that lies beyond was torn asunder. For every hundred men who stood amidst the pillars of Irem, their minds blasted by the cosmic horror they had witnessed, only one would survive the ordeal and learn to control the terrible powers bestowed upon them by the Outer Gods.

The *Muqarribun* are powerful and accomplished sorcerers, likely more powerful than any living practitioners thanks to the unholy source of their gift, though the price these once mortal men paid is a terrible one. When they first transcended to the ranks of the *Muqarribun* these sorcerers were human, but the centuries have taken their toll. Beneath the silk veils of their desert robes, only the bones of the *Muqarribun* remain—bleached bright white by the heat and sand of the deep desert. Alhough they rarely leave the confines of Irem anymore, the *Muqarribun* can cross great distances, disappearing in a heat haze from one place before appearing in the same manner in another. This ability is restricted to line of sight, but in the emptiness of the desert it allows them to travel many miles in the blink of an eye.

They are generally uninterested in the affairs of mortals, having relinquished their links with the world many centuries ago. However, should an individual manage the arduous, almost impossible task of finding and entering Irem, they will give them the courtesy of an audience, listening in silence before making their judgement. For those who win their favour, and who are prepared to make the necessary sacrifice (which is always counted in human souls) they will provide their services, but strictly to the exact letter of their agreement—no more, no less—so those dealing with them should consider their requests carefully. For those who fail, or who somehow displease them, only a horrific death at the hands of the djinn awaits.

It would be a mistake to assume that the *Muqarribun* are necessarily evil in their intent. They are so far removed from the normal patterns of existence that they simply have no regard or interest in the world of man. If approached by two opposing factions, such as Black Sun and a group of investigators, they will not automatically choose to side with Black Sun. The Keeper should play them as an unknown force of great power, though investigators should probably try to ensure that they never have to meet them to put their negotiating skills to the test.

STR 2D6 **DEX** 2D6 **INT** 4D6
CON 5D6 **SIZ** 2D6+6 **POW** 6D6
EDU n/a **SAN** n/a

Hit Points: 25

Damage Bonus: none.

Skills: whatever the Keeper requires, but including Cthulhu Mythos 60%, History 70%, Stealth 75%, Spot Hidden 65%.

Weapons: none. *Muqarribun* rely upon their extensive magical skills.

Armour: none, though *Muqarribun* are immune to non-magical weapons and may use their mirage ability to move out of harms way before dispatching an enemy from range. *Muqarribun* are susceptible to fire-based attacks and take damage normally from fire.

Spells: Summon Djinn, Whisper of Angels, Draw Down the Breath. All *Muqarribun* are accomplished and powerful sorcerers, and will know spells that reflect their ancient and unholy knowledge. The Keeper should provide them with spells accordingly.

Sanity Loss: none for witnessing the *Muqarribun* in their robes, as they appear to be human. Revealing the bleached, skeletal faces behind their veils, though, will cause investigators to lose 1/1D8 points of Sanity.

Special Rules: *Mirage—Muqarribun* are able to move to any point within their line of sight once per turn, almost evaporating in a heat haze as they move. This ability does not cost any Magic Points, but does count as their action in that turn.

Attributes: Agility d4, Smarts d8, Spirit d12, Strength d4, Vigor d10.

Skills: Knowledge (History) d10, Knowledge (Mythos) d8, Notice d8, Stealth d8.

Pace: 6; **Parry:** 2; **Toughness:** 11.

Special Abilities

- **Immunity:** a Muqarribun is immune to all unenchanted weapons, but takes normal damage from fire.
- **Insane:** a Muqarribun is totally insane. This insanity gives him a strength beyond a normal man. He gains +2 to both Toughness and rolls to Unshake. He also ignores the cost of witnessing Mythos creatures and events, as well as the cost of casting Mythos spells.
- **Horror -1:** anyone who sees a Muqarribun must succeed at a Spirit (-1) roll or check the Horror Effects Table.
- **Spells:** a Muqarribun can cast *draw down the breath, summon djinn, whisper of angels,* and any other spells the Keeper deems appropriate.
- **Teleport:** Muqarribun, as an action, are able to move to any point in their sight once per turn, almost evaporating in a heat haze as they move.
- **Undead:** Muqarribun gain +2 Toughness, +2 to recover from being Shaken (yes, this stacks with Insane, so +4 in total!), and are immune to the effects of called shots. They are also immune to wound penalties and disease and poison.

Among the legends and fragments of lore is a reference to the *Katib al Amr Sihry*.

The Hunt for Irem

Black Sun has long been aware of Irem, tracing its many legends through the most unspeakable tomes. Under the direction of Reinhardt Weissler, Black Sun agents within the *Ahnenerbe* have been searching for a means of locating and entering Irem since the late 1930s.

Archaeologists, historians, and researchers have pored through the greatest libraries of the region and conducted dig after dig hunting for clues, often engaging the local populace as labour (initially paid, though as the war starts, the pretence of offering fair terms is quickly dropped in favour of gunpoint negotiations). With the *Afrika Korps* now battling Montgomery's forces in the desert, Black Sun have been able to deploy a considerable force to hunt for Irem. A specialist unit of *Sonderkommando* Dora (p.29), comprised of astronomers, geologists, cartographers, and other academics supported by infantry, armour, and air power now scour the deserts for signs of the cursed city.

Weissler's aims are two-fold. Firstly, he wishes to locate the gateway to Irem, believing it to represent a lost and ancient science which might offer him a way to achieve his ultimate goal of enabling the Black Sun to finally rise over the waking world. Weissler is aware of the double-meaning of the city's name and that of the desert area in which the path to the city is said to lie, and believes that if he can agree terms with the *Muqarribun* then they may give him the key that he needs. His second goal, which he keeps a closely guarded secret even from his Priors, is the hope that the *Muqarribun's* magic might hold a cure for the affliction that his master, Nyarlathotep, placed upon him (see *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.87 for more details).

Among the legends and fragments of lore recovered by his teams of Novices is a reference to the *Katib al Amr Sihry* ("The Book of Angels"), a tome of great antiquity (p.98). Many of the legends surrounding the *Muqarribun* talk of the "Whisper of Angels" that they employed to return the spark of life to a dead form. These words of power, held within *The Book of Angels* could provide Weissler with a way to rid himself of Nyarlathotep's curse once and for all (as well as freeing himself from the odious Reiner Lang, who relishes the power he holds over the Exarch with his monthly transfusion sessions). Once free of his curse, Weissler intends to use *The Book of Angels* to "draw down the breath" (as the old lore describes the djinn) and use them to remove Lang in the most terrible manner possible.

Unfortunately for Weissler, agents of *Nachtwölfe* have also learned of *The Book of Angels* and have begun to conduct investigations of their own into locating and entering Irem. Weissler is mistaken in his understanding of the Whisper of Angels; it is not the means by which to rekindle life, but a method for binding the chaotic spirit of the djinn into a host vessel, be that a human form or an inanimate object. *Nachtwölfe* have visions of using this power to truly animate some of their more horrific constructs with the soul of the djinn prior to unleashing them on Germany's enemies. So, while politically both factions appear to the Nazi High Command to be working together to uncover the secrets of the Middle East, they are frantically racing one another to establish first contact with the *Muqarribun* and secure their knowledge, no matter the cost.

THE DESERT WOLVES

Nachtwölfe has two key missions in the region besides their interest in *The Book of Angels*: the tracking of blue crystal deposits (both naturally occurring and ancient stockpiles of refined material), and the identification of Atlantean remnant sites. Ostensibly, the *Nachtwölfe* and Black Sun commanders

The Fox & the Wolf

With the promise of bolstered supplies, Rommel is more than happy to accommodate *Nachtwölfe* forces in North Africa and hopes to benefit from their incredible technological advances. Whilst Black Sun's bully boys throw their weight around the region, he quietly aligns himself to *Nachtwölfe*, and even enjoys several visits from Mina Wolff herself.

Rommel's place in the sedition against Hitler is well documented, but it is his allegiance to *Nachtwölfe* that brings about a more intriguing series of events. Rommel is warned several times by Black Sun agents of the dire consequences that will result from his co-operation with Mina's forces, although it appears that with his suicide in October, 1944, the Desert Fox has run out of luck. Were it not for a hush-hush new unit known only as NWDS, whose commander is enigmatically (if not entirely subtly) listed as *der Silberfuchs*, most would think the matter closed...

in the region are on relatively good terms, co-operating on several strategic excavations, although there is the ever-present, underlying friction between the two forces.

It seems that the North African region has one of the more extensive naturally occurring deposits of blue crystal, comparable to those discovered in Antarctica, northeastern Europe, and certain Pacific islands. With the Eastern European deposits in heavily contested areas, *Nachtwölfe* are able to exploit this region's resources prior to 1943 with somewhat less interference, and the operation here is far more advanced than that in the Antarctic. The sheer enormity of the deserts makes it much easier for self-contained expeditions to move about undetected, and so *Nachtwölfe* have been able to recover appreciable amounts of crystal (by their usual standards), as well as several caches of processed material.

Nachtwölfe Expedition HQ

Situated in Tunisia, the *Nachtwölfe* Expedition Headquarters is a closely guarded secret, and even *Generalleutnant* Erwin Rommel is unaware of the actual location of what is officially referred to as "the research station". Black Sun agents who have attempted to discover its whereabouts have all, unsurprisingly, disappeared.

Adlerhorst (the Eagle's Mount) is the mountainside retreat found by Mina Wolff on one her many expeditions before the war. An ancient temple stretching deep into the mountain, the heavy stone walls keep out the worst of the heat, and the timeworn design draws cool air through the facility. A chill mountain spring provides much needed water, making *Adlerhorst* a pleasant place to be even at the hottest times of the year. Camouflaged entrances at ground level conceal the vast entrance hall, which has been converted into a massive hangar, and the deeper rooms have been brought into service as experimental labs, barracks, and secure storage areas. *Der Adler* makes occasional test flights to the site during its trials, and a squadron of Messerschmitt Bf-109s (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.146-147 & pp.122-123, respectively) stationed here can be launched from the base's specially constructed, concealed runway to provide air support for *Nachtwölfe* ground forces. Covert defences are maintained well beyond the base to ensure its location remains a secret to enemy scouts.

WHISPERS IN THE DARK

The concentration of raw and refined crystal stored within the temple is having a less than desirable effect upon the occupants of *Adlerhorst*. Most *Nachtwölfe* facilities pass the discovered deposits straight up the line to Fenrir's Seat; however, Professor Schatten, who is in charge of the local science team, has been retaining ever larger amounts of predominantly processed material for his own experiments. Sent to the Tunisian facility after a disagreement with Mina Wolff over the direction of his research, the Professor's job is supposed to be that of overseeing local recovery operations.

Whilst Wolff's internal intelligence monitors are very capable, there are few more sneaky than a scientist in his own domain. Initially intrigued by certain unusual properties of the blue crystals, Schatten begins to notice the odd state of the orderlies tasked with transporting them. He sets about ensuring that one particular orderly has prolonged daily exposure to the crystals, both raw and manipulated. Meanwhile, the other orderlies come into contact with only small deposits of the substance, and less frequently.

Over the course of a few weeks the difference he observes is quite remarkable, with his "experimental subject" having fallen into a somewhat trancelike state, while the other orderlies remain (apparently) unaffected. Discovering a hidden suite of rooms adjoining his laboratory when a tremor cracks a long sealed, ancient door, Schatten sets about creating his own stockpile of blue crystals in one of the secret chambers, and ensuring that the orderly remains in their presence for hours at a time. The man becomes malleable and highly susceptible to suggestion, which sets Schatten to wondering if prisoners could also be turned in this way and made to server the higher purpose of the Third *Reich*, perhaps even bringing about the new world order Hitler craves.

DAOLOTH STIRS

Recently, Schatten has begun to hear whispers from somewhere in the dark corners of his room, and to see stunning visions in his sleep. The build of up of both raw and refined blue crystals adjacent to his laboratory has begun to coalesce a considerable fragment of Daoloth within Schatten's vicinity. The mind of the orderly has already been subjugated, and the weak-willed specimen awaits the commands of those around him. Meanwhile, the fragment has seen… something… in Schatten, and has subtly infiltrated his mind through nightly visions and flashes of insight for his experimental work. Schatten now believes that the more processed blue crystal he can stockpile, the more he can achieve.

A regular game of chess with the *Kommandant* of the facility, coupled with a ready supply of whisky, has secured Schatten a powerful ally; particularly as the *Kommandant* can, now, also hear the whispers after many long nights sitting with Schatten in his laboratory. The two frequently play in complete silence, moving piece after piece in immediate succession before sitting and staring at each other, listening to the faint whispers in their minds.

For reasons unknown, no-one at *Adlerhorst* has succumbed to the Blue Funk (the *Keeper's Guide*, p.100) that has caused so much trouble in Europe, but while work at the base proceeds as usual, more and more of the staff are carrying out their tasks in silence, which has caused more than a few rumours to circulate in the enlisted quarters.

Mina Wolff is a little concerned that shipments of blue crystal to Fenrir's Seat have dropped, but the *Kommandant's* explanations have placated her until recently. A rather odd message from the internal security agent on site has led Mina to believe that something is amiss, and she has tasked a team of Specialists with investigating the matter.

JOSEF SCHATTEN, NACHTWÖLFE *CHIEF SCIENTIFIC OFFICER (AFRICA), AGE 47*

Originally a member of a Black Sun research and science team that departed Wewelsburg with Mina Wolff, Schatten is a gangly man with long arms and legs, and retreating, curly grey hair. When his research proposals are turned down by Mina Wolff and he is instead directed to the North African base, his disappointment at his new position manifests in him stooping and frowning, and his work suffers as he contemplates what seems like his banishment to this long forgotten ruin.

Taking Advantage

Adlerhorst can be included in any campaign as an operational facility ripe for infiltration and disruption by a team of Allied agents, although infiltrating it will make for an impressive (but valuable) challenge. The base can be found at one of three stages, depending on what suits the purpose of the Keeper best:

- Busily going about its business, with little noticeable influence from the blue crystals.
- The descent into possession has begun, as the minds of the staff are affected by the Daoloth fragment. Selected forces and individuals on site act as if in a daze, unsure of where they are and open to suggestion.
- In the middle of a full scale battle as the highly capable Specialist team arrives and is fought by the possessed members of the facility. Should there be a battle taking place, the possessed members are not quite as skilful as their counterparts, and many of the facility's soldiers and crew have yet to be controlled. As such, the *Nachtwölfe* Specialists will quickly be joined by reinforcements. This option can be used to precipitate an extensive investigation that should lead back to Fenrir's Seat. Whether this is too late to be of use to the Allies will be the subject of a later release!

The depression soon lifts with his new found "hobby": researching the local effects of the blue crystals. The change in attitude prompts the *Kommandant* to write to his superiors, *"Schatten seems to have found new life in our desert home, and now eagerly awaits each expedition report, personally overseeing the finds and examining each cache of crystal before it is shipped home. I am pleased to report that our worries about him may be unfounded."*

Regardless of his state of mind, Schatten's clothes never quite seem long enough for his limbs, though his lab coat looks perhaps a size too big. The cook chides him for not feeding himself properly, but he has, of late, had even less of an appetite than usual. His most notable feature is, perhaps, his wispy moustache, which seems to grow in new directions each month, mostly due to Josef's constant twisting of the ends; a nervous tick that most find annoying, except for the facility's *Kommandant*, who enjoys their regular game of chess and glass of whisky (that Josef somehow seems capable of procuring even in the depths of North Africa). Schatten can often be seen talking to himself, or to some invisible "friend", when he thinks no-one is watching.

I remember reading his monograph on chess – interesting but flawed, much like him.

-R.D.

As the Daoloth fragment coalesces in the vicinity of his room, Josef begins to hear whispers in his mind, and a voice promising great discoveries and fantastic breakthroughs which will enable him to regain his former vaunted position in Germany. Worried at first that he is going crazy from the long days cooped up in his laboratory in the vast underground ruin, Schatten eventually realises that it has something to do with the growing cache in the hidden chamber. With time, the whispers become less chaotic, and start to give him incredible insight. Although wary of mockery and further derision as a result of his fall from grace, he yearns to share the knowledge he is gaining with the rest of the team as a whole, always hopeful that, with their assistance, he will be able to convince Mina Wolff to take advantage of this great power and wondrous new ally.

Besides the *Kommandant*, Josef has recently made friends with another member of the North African contingent, a radio operator who seems to have an endless supply of the best whisky. Over many a glass, Josef has shared a little of his discoveries, finding a fellow inquisitive mind who tries to encourage him and suggest ideas; still, something seems to be holding him back from revealing the most important of his findings. The operator, Amata Doyle, is actually an agent for Black Sun, codenamed MAUS, who is charged with finding out as much as possible about the raw material behind so many of *Nachtwölfe's* technical innovations.

C'th

STR 10	**DEX** 12	**INT** 15	**CON** 14
SIZ 13	**APP** 11	**POW** 14	**EDU** 15
SAN 28	**Hit Points:** 14		

Damage Bonus: none.

Skills: Chemistry 70%, Cthulhu Mythos 13%, Electrical Repair 70%, History 45%, Hypnosis 45%, Institutional Lore 35%, Library Use 60%, Listen 45%, Mechanical Repair 65%, Physics 70%, Psychology 45%, Spot Hidden 45%, Use Atlantean Technology 55%.

Language Skills: German (Own) 75%, Latin 50%, Aklo 15%, Atlantean 15%.

Weapons: *Walther PPK Pistol* (Handgun) 35%, damage 1D8, atts 3, base range 10 yds.

Spells: Dominate.

Special Rules: Josef Schatten suffers from extreme agoraphobia and will not leave *Adlerhorst* for any reason; this is due to his prolonged exposure to the blue crystal. Additionally, Schatten suffers from bouts of somniloquy (sleep talking), during which he whispers in an alien tongue, in quiet prayer to Daoloth.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Skills: Atlantean Technology d8, Investigation d8, Knowledge (Aklo) d4, Knowledge (Atlantean) d4, Knowledge (Bureaucracy) d6, Knowledge (Chemistry) d8, Knowledge (History) d6, Knowledge (Latin) d8, Knowledge (Mythos) d4, Knowledge (Physics) d8, Knowledge (Psychology) d6, Notice d6, Persuasion d6, Repair d8, Shooting d6.

Charisma: -2; **Pace:** 6; **Parry:** 2; **Toughness:** 6; **Sanity:** 4.

Hindrances: Habit (Unkempt), Habit (Constantly plays with his moustache), Phobia (Agoraphobia—will not leave *Adlerhorst*), Quirk (Sleep talks in an alien language—a quiet prayer to Daoloth).

Edges: Command, Scholar .

Gear: *Walther PPK Pistol* (2d6-1, 10/20/40, Shots 7, Semi-Auto).

Special Abilities

- **Hypnosis:** if Schatten is able to quietly question someone, he can lull them into a hypnotic stupor. This gives him +2 on his Persuasion skill.
- **Spell:** Schatten knows the *dominate* spell.

ARI KÖRTIG, NACHTWÖLFE KOMMANDANT, COMMANDER OF ADLERHORST, AGE 36

Kommandant Körtig comes to the attention of *Nachtwölfe* as a mid-ranking Supply Officer in the *Wehrmacht* during the invasion of Poland, where he demonstrates his resourcefulness and logistical genius. However, he is largely unappreciated for his skills; then, without warning, Mina Wolff intervenes with an offer of a path to fast-track promotion. Accepting, Körtig joins *Nachtwölfe*, before being transferred to a number of combat postings, first in Norway, and then in the Low Countries. Here, he is hardened as a combat leader, his natural cunning tested against Norwegian partisans and Dutch troops over the course of a year.

Wolff has been aware of the significance of North Africa to *Nachtwölfe's* research for many years, but for some time *Adlerhorst* lacked permanent leadership, labouring under a series of unsuitable commanders. With her discovery of Körtig, Mina knows she has found the perfect candidate and carefully grooms him to take the reins in Tunisia. The posting also comes with an additional, secret task: to watch over Josef Schatten for signs of betrayal. Mina Wolff is no fool, and she well remembers the circumstances of her own ascent to power, and the uncanny parallels between herself and Schatten concerning their frustration at being denied the ability to research their pet projects. Körtig finds it easy to form a close working relationship with Schatten, whom he finds to be dutiful and diligent in his tasks from the get-go. Thanks to their shared love of chess and good whisky, Körtig quickly comes to consider Schatten a friend.

As *Kommandant* of *Adlerhorst*, Körtig blossoms. His skills at organising transport and supply necessities allow *Nachtwölfe* forces to range further than ever, but also make him a perfect fit for the realities of the North African conflict, where supply lines stretch out over great distances. Körtig's methodical and surgical planning leads to a marked increase in the recovery rate of Atlantean materials, especially blue crystals. However, Körtig's growing friendship with Josef Schatten is endangering both his position and his sanity, and with each passing game of chess, Körtig falls more under the sway of Daoloth. While his command remains solid, it is only a matter of time before events at *Adlerhorst* spiral out of Körtig's control.

Appearance: Ari Körtig is anything but an exemplar of Nazi ideals. Dark haired and tending towards rotundness, he is in terrible physical condition compared to most other Nachtwölfe commanders. Körtig, in contrast to many of those in his position, rarely leads missions himself; rather, he acts like a spider at the heart of its web, issuing orders to carry out a raid here or send a search party there, all via the radio or telephone.

Cth

STR 11	**DEX** 09	**INT** 17	**CON** 11
SIZ 11	**APP** 08	**POW** 15	**EDU** 14
SAN 35	**Hit Points:** 11		

Damage Bonus: none.

Skills: Accounting 45%, Bargain 50%, Command 45%, Close Combat 35%, Cthulhu Mythos 05%, Dodge 30%, Fieldcraft 35%, First Aid 45%, Military Doctrine 45%, Navigate (Desert) 55%, Persuade 60%, Photo-Interpretation 45%, Radio Operator 55%, Spot Hidden 60%, Survival (Desert) 45%, Tactics 65%, Telephony 55%, Throw 45%, Use Atlantean Technology 40%.

Language Skills: German (Own) 70%, Aklo 15%, Atlantean 5%.

Weapons: *P08 Luger Pistol* (Handgun) 50%, damage 1D10, atts 2, base range 15 yds.

Yithian Stone Hunter (Throw) 35%, damage Special (see pp.93-94) atts 1, base range (**STR**-3)×3 yds.

Special Rules: Körtig has developed a form of hypergraphia as a result of his interactions with the Daoloth fragment. Rather than sleep, he sits at his desk and scribbles down page after page of numbers and symbols. It has yet to dawn on the *Kommandant* that he has not slept in weeks, and that every surface of his personal rooms is covered in piles of completed notebooks but, when it does, it is doubtful he will think anything of it.

Sav **Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Skills: Atlantean Technology d6, Fighting d6, Healing d6, Knowledge (Aklo) d4, Knowledge (Atlantean) d4, Knowledge (Battle) d6, Knowledge (Bureaucracy) d6, Knowledge (Communications) d8, Knowledge (Mythos) d4, Knowledge (Navigation) d8, Notice d8, Persuasion d8, Shooting d6, Stealth d6, Survival d6, Throwing d6.

Charisma: -2; **Pace:** 5; **Parry:** 6; **Toughness:** 6; **Sanity:** 4.

Hindrances: Obese, Phobia (Hypergraphia), Ugly.

Edges: Command, Dodge, Tactician.

Gear: *Luger P08 Pistol* (2d6-1, 12/24/48, Shots 7, Semi-Auto), *Yithian Stone Hunter* (5/10/20, see pp.93-94)

Special Abilities

- **Hypergraphia:** As a result of his interactions with the Daoloth fragment, rather than sleep, Körtig sits at his desk and scribbles down page after page of numbers and symbols. It has yet to dawn on the *Kommandant* that he has not slept in weeks, and that every surface of his personal rooms is covered in piles of completed notebooks but, when it does, it is doubtful he will think anything of it.

THE ORDER OF THE CROCODILE

Otherwise known as the Cult of Sebek, this Order has an ancient history, one which its current members aspire to carry on (even though, in reality, it is currently more like a Sebek-influenced version of the Freemasons, an Egyptian businessmen's club with pseudo-religious trappings). Membership is fairly socially exclusive; even the lowliest entrant would, at the very least, have to be the proprietor of a prosperous store, but it does not demand members have any particular racial or religious background.

Fascinated with the ancient power of their country, the members conceive of national independence, but in largely western terms. Sponsored by wealthy businessmen, during the 1930s the cult owns a rather palatial meeting hall in Cairo. In Alexandria, however, repairs to a member's warehouse after an Italian bombing raid in 1941 reveal a semi-ruined underground temple to Sebek himself. Needless to say, this is not officially reported and has become the cult's most prized meeting place. It has also begun to put the teeth back into the cult. Instead of merely using the trappings of ancient symbols, some members have been inspired to delve into the history of their cult, the true nature of their god, and his worship.

The crocodile god, Sebek, was worshipped for centuries in Ancient Egypt, though his role in the pantheon varied with both time and place. In some locations crocodiles were revered; in others, hunted. Sometimes Sebek seems to have been revered as a protector, sometimes as an aspect of the central deity, and yet at other times as hostile to mankind. This may have been due to the variation between different Servants of the God (see Chapter 9). In some places the worship of Sebek thrived, while in others it was stamped out. Alexandria was one of the latter.

An enterprising Alexandrian member (Mohy al-Din Ghadames) has identified the *Book of Faiyum* as a key text of the ancient cult and has begun collecting copies (pp.95-96). In one of the most ancient and rare versions, he has found that the first person account of the god's existence includes two spells. Both have been worked into the local and national ceremonies (and are indeed printed in small pamphlets for the cult's use by a member who owns a printing works). The translation of Contact Sebek (pp.99-100) from the Egyptian hieroglyphics is flawed and a dud, but Summon Sacred Crocodile (p.103) is accurately translated and viable. Only the distances at which Nile crocodiles now live from civilisation have prevented one from turning up until recently. Now several Lodges have one and are abuzz with nervous and awestruck curiosity.

MOHY AL-DIN GHADAMES, HIGH PRIEST OF THE ORDER OF THE CROCODILE, AGE 58

A Libyan businessman cut off from his family and business connections by the war, Ghadames has had much time on his hands to devote to the cult's interests and has effectively become the Alexandrian branch's librarian and High Priest. He is somewhat awestruck by the appearance of a sacred crocodile and, while cautious in talking with non-cult members, is able to pass off his interest as a nationalistic historical enthusiasm. He certainly does not see anything sinister in what he is doing.

Appearance: Lean and rather stiff in bearing, with spectacles and greying hair, Ghadames comes across as an affable academic rather than a businessman.

Cth

STR 11	**DEX** 11	**INT** 14	**CON** 13
SIZ 11	**APP** 11	**POW** 16	**EDU** 16
SAN 70	**Hit Points:** 12		

Damage Bonus: none.

Skills: Accounting 30%, Bargain 70%, Credit Rating 65%, Cthulhu Mythos 05%, History 45%, Library Use 55%, Occult 20%, Persuade 65%, Psychology 20%, Spot Hidden 35%.

Language Skills: Arabic (Own) 80%, English 65%, French 30%.

Spells: Contact Sebek, Call Sacred Crocodile.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8.

Skills: Knowledge (English) d8, Knowledge (French) d4, Knowledge (History) d6, Knowledge (Mythos) d4, Knowledge (Occult) d4, Knowledge (Psychology) d4, Notice d6, Persuade d8.

Charisma: +2; **Pace:** 6; **Parry:** 2; **Sanity:** 8: **Toughness:** 6.

Hindrances: Doubting Thomas.

Edges: Charismatic, Level Headed.

Gear: none.

Special Abilities

- **In Over His Head:** Ghadames does not really believe in all this occult nonsense, and as such suffers double the amount of Dementia when provided with the proof of its existence.
- **Spells:** Ghadames knows the *contact Sebek,* and *call sacred crocodile* spells.

The Temple Of Sebek

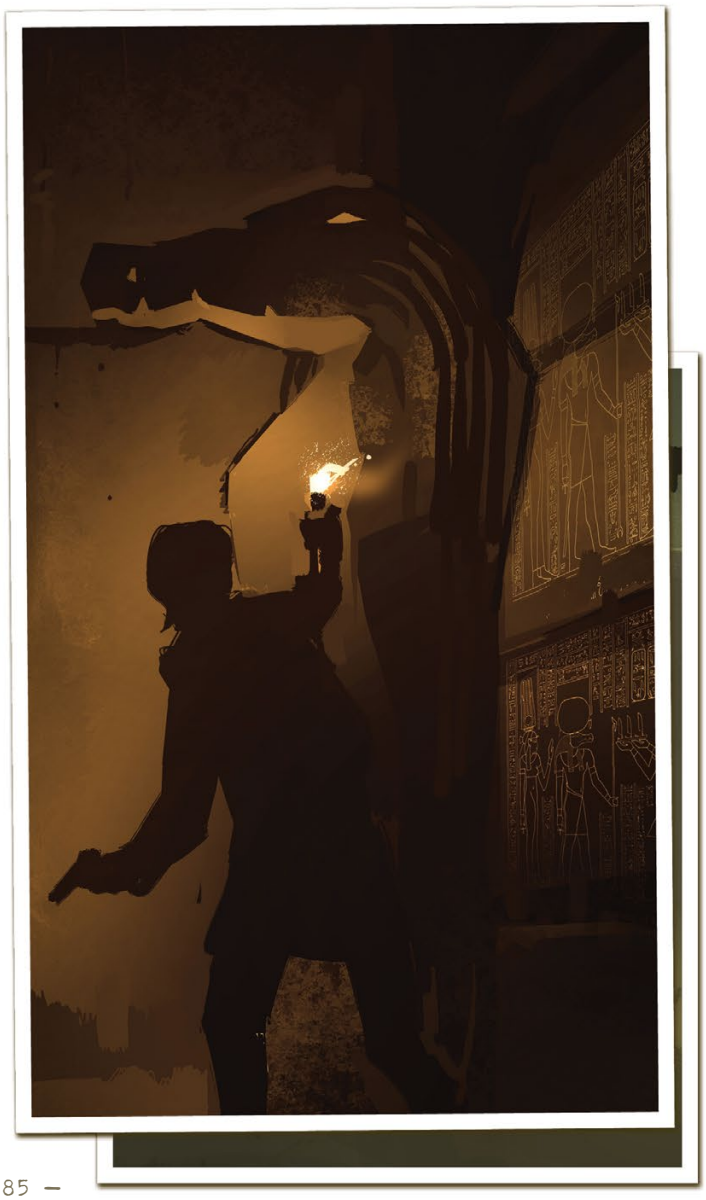
A few miles downriver of Aswan there is a dam, completed to British plans in 1902, to regulate the Nile's flow. When the water level behind the dam is exceptionally low, the top of a square cut doorway can be seen in the sandstone sidewall. Close observation (a successful *Difficult* Spot Hidden roll [Cth]/Notice (-2) test [Sav]) identifies the occasional Nile crocodile entering or leaving the doorway, indicating that this is certainly something more than a mere niche.

The logical approach is by boat, though one can only be acquired some miles away. Locals who know of the spot say it is a den of crocodiles—big ones—and nothing more, and investigators will have to be extremely generous to convince boatmen to accompany them. On reaching the doorway, there is no way to moor and only the top 2½ft (75cm) of an 8ft (2.4m) high doorway are above water. Torches or poles directed inside reveal that there is solid stone only 4-5ft (1.2-1.5m) ahead. There are, however, steps up to the right inside the entrance, reaching above water level. The bellow of a crocodile inside, or the mere sight of one approaching outside, might give potential explorers pause for thought.

Anyone entering will unavoidably get wet and great care needs to be taken not to transfer this moisture to any electrical apparatus (such as torches). Without these, however, the interior is pitch black beyond the first raised hallway. Like an Egyptian tomb, the complex thrusts into the stone and raising and lowering floor levels mean that while some rooms are merely damp, others are half-submerged. Wall paintings still visible above 3ft (90cm) depict the god Sebek in his later dynastic manifestations as a part of Ra, but also grotesquely priapic. The whole place smells vile and the atmosphere is pestilential, the foetid air thick with buzzing mosquitoes. There are as many crocodiles in residence as the Keeper deems appropriate.

During exploration of the chambers investigators can find both adult and young mummified crocodiles secreted in niches along the temple walls, all eerily undecayed. They will discover nothing of value unless they are either professional archaeologists with experience of Egyptian digs or extremely lucky (an *Extreme* Luck roll [Cth]/drawing a diamond face card from the Action Deck [Sav] for the inexperienced).

With sufficient light, the main chamber reveals two vertical sarcophagi bracing a pair of ornate doors. Within the sarcophagi are two hybrid mummies with human bodies and crocodile heads (p.107) that may animate when someone crosses the door's threshold (at the Keeper's discretion). The doors between the sarcophagi are stone and have sagged on their hinges; to open them 30 (as the passive characteristic) must be beaten on the Resistance Table using the combined STR of no more than two persons [Cth]/Strength (-4) test [Sav].



The chamber beyond is painted throughout with Sebek motifs, but is mainly filled with a large sarcophagus; its odd shape and ornamentation indicating a crocodile-headed occupant.

Cth The sarcophagus' lid requires up to eight persons to beat 80 (the passive characteristic) on the Resistance Table twice; once to lift it, once to lay it down (the calculation for this can be found on p.53 of the ***Call of Cthulhu, Sixth Edition*** rulebook). A failure on the second roll indicates that the lid crashes down on one side of the tomb or the other, injuring half of those involved for 2D6 damage, unless they make a Dodge roll.

Sav The sarcophagus' lid requires up to eight persons to succeed at a Strength (-8) test twice; once to lift it, once to lay it down (remember the co-operation rules in the ***Savage Worlds*** rulebook, **Chapter Three: Game Rules**). A failure on the second roll indicates that the lid crashes down on one side of the tomb or the other, injuring all those involved for 2d4 damage, unless they make a successful Agility test.

Inside, the sarcophagus is solid stone except for the hollowed out form of a large human with a crocodilian head. The hollow shape is half full of a grey-green dust identifiable as the Ashes of Sebek (p.92) by anyone who successfully makes a Cthulhu Mythos roll [Cth]/Knowledge (Mythos) test [Sav], or who has read the *Book of Faiyum* (pp.95-96).

The chamber contains one other item of interest: a stone tablet set into the far wall that will only be noticed if the walls are examined in detail. It is the spell Create Servant of Sebek, carved in the earliest pictorial form of Egyptian hieroglyphics. Any one who knows Egyptian hieroglyphics can read it, but only a successful *Difficult* Language roll [Cth]/Knowledge (Egyptian hieroglyphics) (-2) test [Sav] will elucidate all of the spell's possible effects (p.100).

THE MITZRÁYIM WHIST CLUB

Although initially intending to concentrate on Europe (where they believe the Nazi occult threat to be greatest) the events of late 1939/early 1940 (as detailed in the *Shadows of Atlantis* campaign) quickly force Section M to establish a presence in the region. Operating out of a variety of museum storerooms and shop backrooms, Section M's Egyptian presence is, at first, a ragtag bag of Commonwealth soldiers, academics, and their local confidantes, making do as best they can in the face of British military indifference and Intelligence Service incompetence.

This all begins to change, however, with the establishment of the New Zealand Forces Club in February 1941 and, more especially, with the arrival of the Women's Auxiliary Army Corps (WAAC; Barbara Freyberg's Tuis, p.21) eight months later. One of the Tuis, Fleur Denham, is reunited with her twin brother Frank, the current head of Section M in the Middle East. Fleur takes the group (and her brother) in hand, establishing them in one of the games rooms under the guise of the Mitzráyim Whist Club. She also helps to cement their close working relationship with the men of the Long Range Desert Group (who they rely on for transport and back-up when on desert missions).

Due to the frequently shambolic and lackadaisical management of espionage services in the Middle East (see Chapter

Sebek, Great Old One

The crocodile god of Egypt was worshipped in a number of different manifestations, growing increasingly close to the central deities of Ra and Horus over time. Sebek sits happily within the animal-headed pantheon of the Ancient Egyptians, but also bears similarities to such Great Old Ones as Cthulhu and Chaugnar Faugn, though much more active (in antiquity, at least).

Large-scale worship of Sebek has long since ceased, and the sites of his cult on the lower Nile have been cleared of crocodiles. Proof of his powers and manifestations of the deity are incredibly rare. Yet the fact that he does still have a residual presence, kept alive by sacred crocodiles, indicates Sebek's cult is not quite dead. The tombs of his priests seem to have been exceptionally well protected, and the promise of resurrection offers his followers the prospect of a reward still to come.

A rare discussion of Sebek's powers takes place in De Vermis Mysteriis (***Call of Cthulhu, Sixth Edition***, p.95 [Cth]; *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.189 [Sav]). The sort of minds who would employ *die Gefallenen* might be drawn to support clandestine missions in search of the remnants of his cult and its sacred objects and writings. The *Book of Faiyum*, especially in its rarer forms, would certainly encourage this (pp.95-96).

Sebek's powers of resurrection are both incredible and terrifying. Resurrected individuals immediately lose 1D20 sanity points [Cth]/Terror (-2) test [Sav], but they are not marked with any of the signs of the usual Resurrection spell, nor are they susceptible to its reverse (***Call of Cthulhu, Sixth Edition***, p.241 [Cth]/*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.209 [Sav]).

3), this branch of Section M operates far more independently of its fellow secret services than its parent organisation back in London. This is, in part, due to the make-up of the team; the Kiwi, Aussie, Arab, Indian, and Free French operatives have little time for the shenanigans of the English Goodtime Charlies who have carved out a comfy lifestyle for themselves in spite of the war. They know the true dangers that lurk in the deserts and ancient tombs, and are determined to counter them by whatever means necessary.

The members of the Mitzráyim Whist Club have little time for Good Time Charlies.

MISS FLEUR DENHAM

More sensible than her "older" brother, Frank, Fleur is itching to get into the war and volunteers for the WAAC at the first opportunity. Always her brother's trusted confidante, she is horrified to discover the real truth about what is going on in Africa, and yet remains characteristically undaunted and determined to help out. She convinces first Mrs. Freyberg, and then her husband, to provide Section M with a room and personnel to properly run their outfit, co-opting several other Tuis to take care of the paperwork when they are not providing cake and beer to tired servicemen.

As lanky as her brother, Fleur has a quick, crooked smile that most find charming. Her style is practical and down-to-earth, although she does occasionally yearn to be more glamorous. She is well respected by those who have had dealings with her (and equally feared by those who have crossed her), and is renowned for her even-handedness and cool head. She is engaged to *Havildar* (Sergeant) Samir Bunakar, the unit's resident sapper (combat engineer), a relationship which has raised eyebrows in some quarters.

6th

STR 10	**DEX** 12	**INT** 17	**CON** 14
SIZ 15	**APP** 13	**POW** 13	**EDU** 12
SAN 64	**Hit Points:** 15		

Damage Bonus: +1D4.

Skills: Bargain 60%, Conceal 40%, Craft (Baking) 40%, Cthulhu Mythos 01%, Drive Automobile 40%, Espionage 55%, First Aid 40%, Hide 50%, Library Use 65%, Listen 60%, Occult 15%, Perform (Ballroom Dancing) 30%, Persuade 65%, Psychology 70%, Radio Operator 40%, Ride (Horse) 55%, Shorthand and Typing 35%, Sneak 45%, Spot Hidden 55%.

Language Skills: English (Own) 60%, French 25%, Arabic 20%.

Weapons: *Fist/Punch* 65%.

Webley .38/200 service revolver (Handgun) 35%, damage 1D10, atts 2, base range 15 yds.

Playing the Greatest Game

As already mentioned, Section M's Egyptian office is a diverse affair. Initially its members are academics, archaeologists, and their local associates (such as guides, labourers, and antiquities dealers), many of whom volunteer for military or secret service duties as soon as war breaks out. Through Alec Towton's influence, they are given a small number of trained military personnel to aid them in their work, all of whom are volunteers approached for their unusual experiences and undoubted courage.

Players therefore have a wide scope when choosing the nationality and background of a potential Section M agent in North Africa: they could be a highly trained and well-respected French archaeologist, or a tough Aussie soldier from the Outback who takes no nonsense from anyone, especially not the ridiculous Poms running Cairo. Egypt is a melting pot of races and cultures, and Section M reflects that.

Sav

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8.

Skills: Driving d6, Fighting d6, Healing d6, Investigation d8, Knowledge (Arabic) d4, Knowledge (Communication) d6, Knowledge (Espionage) d8, Knowledge (French) d4, Knowledge (Occult) d4, Knowledge (Psychology) d10, Notice d8, Persuasion d8, Riding d8, Shooting d6, Stealth d8.

Charisma: +2; **Pace:** 6; **Parry:** 5, **Toughness:** 6; **Sanity:** 6.

Hindrances: Heroic, Loyal.

Edges: Charismatic, Level Headed.

Gear: *Webley .38/200 Service Revolver* (2d6+1, 12/24/48, Shots 6, Revolver).

LIEUTENANT FRANK DENHAM

Tall and athletic, with a slightly bent nose (the result of a fight with his sister during childhood), Denham has always been fascinated by ancient history and mythology. His family scraped together every penny they had to send him to Victoria University College in Wellington, where he excelled in his studies and graduated with flying colours. A junior position at University College London beckoned, and he left his beloved New Zealand for distant shores. Many digs in Egypt and the Middle East followed (including one or two under the watchful eye of the great Sir William Flinders Petrie), where he fell in love with the desert cultures and their way of life.

Excavating in Egypt at the outbreak of war, Denham volunteers immediately and, after basic training, is transferred straight into the New Zealand Expeditionary Force upon its arrival in February 1940. An encounter with Prof. Deadman in Alexandria a few months later causes a sudden switch in career, and Denham finds himself in charge of a motley crew representing Section M's interests in the Middle East. Never the most organised soul in the world, he is highly relieved when Fleur arrives and takes expert control of the situation on the ground. Together, they make a formidable team.

Cth

STR 11	**DEX** 14	**INT** 16	**CON** 14
SIZ 15	**APP** 12	**POW** 15	**EDU** 20
SAN 64	**Hit Points:** 15		

Damage Bonus: +1D4.

Skills: Anthropology 60%, Archaeology 70%, Close Combat 45%, Command 40%, Cthulhu Mythos 11%, Espionage 60%, Fieldcraft 50%, First Aid 40%, Folklore 60%, History 75%, Military Doctrine 30%, Occult 55%, Persuade 40%, Psychology 60%, Radio Operator 35%, Ride (Camel) 35%, Ride (Horse) 40%, Sabotage 25%, Spot Hidden 60%, Survival (Desert) 60%, Tactics 45%, Teach 35%.

Language Skills: English (Own) 99%, Arabic 50%, French 45%, Egyptian hieroglyphics 35%.

Weapons: *Webley .38/200 service revolver* (Handgun) 55%, damage 1D10, atts 2, base range 15 yds.

Lee Enfield No.1 Mk.III (Rifle) 65%, damage 2D6+4, atts 1/2, base range 110 yds.

Sav

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8.

Skills: Fighting d6, Healing d6, Knowledge (Anthropology) d8, Knowledge (Archaeology) d8, Knowledge (Communications) d6, Knowledge (Demolitions) d4, Knowledge (Espionage) d8, Knowledge (Folklore) d8, Knowledge (History) d10, Knowledge (Mythos) d4, Knowledge (Occult) d8, Knowledge (Psychology) d8, Notice d8, Persuasion d6, Riding d6, Shooting d8, Stealth d8, Survival d8.

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 5.

Hindrances: Curious, Heroic, Loyal.

Edges: Acrobat, Brawny, Charismatic, Command, Scholar (Archaeology and History).

Gear: *Webley .38/200 Service Revolver* (2d6+1, 12/24/48, Shots 6, Revolver), *Lee Enfield Mk.III Rifle* (2d8, 24/48/96, Shots 10, AP 1, Snapfire).

HAVILDAR *SAMIR JAWALAPRASAD BUNAKAR*

Born and raised in the City of Gates (Aurangabad, Hyderabad State/Bengal Presidency, India), Samir is destined to become a silk weaver like his father until his talent with all things mechanical becomes apparent. Never happier than when fixing things, "Sam" joins the prestigious Bengal Sappers and Miners (something of a family tradition for those not cut out for the textiles trade), where he is given free rein to polish his considerable technical skills, discovering an affinity with explosive devices in the process. He is deployed to North Africa in early 1940, where his calm, meticulous, and conscientious work with booby traps and minefields earns him a reputation as the man to turn to when faced with the dangerous and unusual.

The combat engineer comes to the attention of Denham's men when his ability to devise creative solutions to tricky situations helps them deal with an infestation of ghouls in the ancient tunnels under Heliopolis without bringing down large parts of the area on their heads. Handsome and dapper, Sam is a friendly, cheerful soul with a habit of whistling to himself while he works, no matter how serious or pressing the situation. His only real character flaw is a slight touch of vanity regarding his (undoubtedly) very fine moustache.

Cth

STR 10	**DEX** 16	**INT** 16	**CON** 12
SIZ 13	**APP** 15	**POW** 10	**EDU** 13
SAN 44	**Hit Points:** 13		

Damage Bonus: none.

Skills: Bargain 35%, Close Combat 40%, Combat Engineer 65%, Command 25%, Cthulhu Mythos 06%, Demolitions 70%, Drive Automobile 40%, Electrical Repair 60%, Field Craft 55%, Jury Rig 65%, Listen 50%, Mechanical Repair 70%, Military Doctrine 25%, Occult 20%, Perform (Ballroom Dancing) 25%, Persuade 55%, Scrounge 50%, Spot Hidden 45%, Survival (Desert) 55%, Tactics 35%, Throw 45%.

Language Skills: Marathi (Own) 65%, Hindi/Urdu 45%, English 50%.

Weapons: *Webley .38/200 service revolver* (Handgun) 45%, damage 1D10, atts 2, base range 15yds.

Lee Enfield No.1 Mk.III (Rifle) 40%, damage 2D6+4, atts 1/2, base range 110 yds.

Sav

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Driving d6, Fighting d6, Knowledge (Demolitions) d8, Knowledge (Mythos) d4, Knowledge (Occult) d4, Notice d8, Persuasion d6, Repair d8, Shooting d6, Stealth d8, Streetwise d6, Survival d8, Throwing d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity** 4.

Hindrances: Loyal, Outsider, Quirk (Obsessed with his moustache).

Edges: Attractive, Demo Man, Jury Rig, Mechanical Aptitude, Scrounger.

Gear: *Webley .38/200 Service Revolver* (2d6+1, 12/24/48, Shots 6, Revolver), *Lee Enfield Mk.III Rifle* (2d8, 24/48/96, Shots 10, AP 1, Snapfire).

GOING FOR A SONG

Apart from visits by Prof. Deadman and Section M's American volunteers, North Africa remains a blank slate as far as American occult investigations are concerned until after Operation Torch (November, 1942). With the help of the famous cabaret star Josephine Baker, Deadman and Sally Armitage recruit Marrakesh bar owner Caleb Jones, a former member of Baker's troupe, to oversee Majestic's operations in the theatre.

Jones' relationship with his American compatriots in the OSS is on a far better footing than Frank Denham's with British Intelligence; he also works closely with Free French intelligence services to monitor Black Sun and *Nachtwölfe* activity in northwestern Africa. His location in Marrakesh is handy for shipping any interesting finds Stateside via the USAAF Air Transport Command's shipping hub (p.17), as well as perfect for providing a cover for the comings and goings of a colourful variety of agents and their associates.

CALEB JONES

Born in Haiti, Jones moves with his family to New York in the early 1920s. A talented musician, he gets a job as a trumpet player in a jazz band during the Harlem Renaissance, and this is how he first meets Josephine Baker. Although the pair lose touch when she travels to Paris in 1925, they are reunited when she returns to the United States ten years later. This time, he travels with her to France, working with her until the German invasion in June, 1940. His flight to Morocco is precipitated by his intervention in a fight between an American journalist and a German officer, during which the Nazi soldier is severely injured. Knowing they are in deep trouble, the pair flee to Marrakesh, where the journalist, a man named Paul Conrad, sets himself up in business after winning a run-down bar in a game of poker. Sadly, Conrad's drinking, gambling, and wild ways see him knifed to death in a street brawl; he leaves the bar to Jones, who renames it The Bronze Venus (after one of Baker's other sobriquets). Jones' skill and talent manage to turn it into a modestly successful venue that happily operates below the authority's radar.

Short and round, his curls frosted at the temples with white, Jones' smooth, unsmiling face usually gives little away. This all changes when he puts his trumpet to his lips; Jones is a consummate player and professional who finds great joy in his music. He is also incredibly loyal to those he calls friends, and will not stand idly by in the face of injustice. He is no stranger to the occult; both his grandmother and mother were respected voodoo priestesses in Haiti, and he has some gifts in the area himself.

Cth

STR 11	**DEX** 15	**INT** 15	**CON** 11
SIZ 10	**APP** 9	**POW** 16	**EDU** 10
SAN 80	**Hit Points:** 11		

Damage Bonus: none.

Skills: Accounting 40%, Bargain 55%, Conceal 45%, Credit Rating 40%, Dodge 50%, Espionage 45%, Fast Talk 55%, Folklore 65%, Listen 70%, Occult 60%, Perform (Trumpet) 80%, Persuade 65%, Psychology 50%, Radio Operator 35%, Spot Hidden 45%.

Language Skills: Creole (Own) 50%, French 50%, English 45%.

Spells: Enchant Candle, Enchant Gris-gris, Enchant Ju-ju, Healing.

Weapons: *Fist/Punch* 55%.

Gabilondos Ruby Pistol (Handgun) 40%, damage 1D8, atts 3, base range 15 yds.

Sav

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6.

The Black Pearl

Josephine Baker (1906-1975). Born plain old Frieda Josephine McDonald in St. Louis, Josephine Baker rises to become one of Paris' most celebrated and glamorous stage performers. Raised in poverty, the daughter of a dancer, Josephine eventually follows her mother onto the stage, performing very successfully in New York before moving to Paris in 1925. There she becomes known for her erotic dancing, and is greatly admired by many authors and artists, to whom she becomes something of a muse. After a disappointing return to the United States, in 1937 Baker comes home to France, marries, and becomes a French citizen. Once war breaks out, she takes on a new role, that of a secret agent for French military intelligence, eventually moving to North Africa in late 1941 to assist the Free French Resistance from her base in Morocco. Her celebrity status opens many doors, both in terms of the people she has access to, and the ability to travel without suspicion.

Skills: Fighting d8, Investigator d6, Knowledge (Communications) d6, Knowledge (English) d6, Knowledge (Espionage) d6, Knowledge (Folklore) d8, Knowledge (French) d8, Knowledge (Occult) d8, Knowledge (Psychology) d8, Notice d6, Persuasion d8, Stealth d6, Streetwise d6.

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 7.

Hindrances: Heroic, Loyal, Outsider.

Edges: Brave, Connections (Jazz Circuit), Dodge, Luck.

Gear: *Gabilondos Ruby Pistol* (12/24/48, 2d6, Shots 9, Semi-Auto).

Special Abilities

- **Spells:** Caleb knows the spells *enchant candle*, *enchant gris-gris*, *enchant ju-ju*, and *healing*.
- **Voodoo Practitioner:** Caleb uses his Knowledge (Occult) skill, rather than Knowledge (Mythos) to cast his spells. His faith gives him a +2 on his Spirit rolls to resist the Cost.

The White City

Described in the *Kitab al Kanuz* (*Book of Hidden Treasures*), the mythical white city of Zerzura (also known as the "Oasis of the Birds") lies hidden in the desert in either Egypt or Libya. Reached by a *wadi* that passes between two mountains, a strange, carved bird sits watchfully atop the city's gates. Its blond-haired, blue-eyed inhabitants are said to be kind and generous, and they live in considerable luxury in their lost oasis.

The city is unknown to Europeans until 1835, and many explorers set out to find it, including Ralph Bagnold (p.35) and László Almásy (p.5). Those involved in the 1929-1930 search in Libya set up the Zerzura Club in the Greek Bar at Wadi Halfa, Sudan, and hold annual dinners in various smart London restaurants until the outbreak of war.

ANCIENT RUINS & MYSTERIOUS LOCATIONS

The ancient landscape of North Africa is marked with numerous ruins of human habitation, from the grand monuments to its dead rulers to humble settler farms abandoned at the encroachment of the desert. The war adds greatly to its stock. Substantial ruins may be Egyptian, Roman, Carthaginian, Berber, Turkish, colonial French or Italian, and now British and German. Antiquity, decay, and abandonment are the specific appeal of ruins.

This section provides some suggestions that the Keeper may wish to exploit. Some are geographically located but, in such a vast space as the desert, what the investigators may stumble across is almost entirely at the Keeper's whim and the needs of the game.

Ancient Egyptian Sites

From the Pyramids at Giza, to the temples at Memphis, Armana, and the Valley of Kings; to Luxor and to the Kushite pyramids in Sudan, the Nile Valley is filled with ancient ruins. None of these become combat areas during the war, but investigators with freedom and transport can visit them. Though they will be besieged by hawkers, guides, and pedlars at Giza (pp.22-23), most other sites are not currently geared to visitors and are eerily quiet.

Carthaginian & Roman Ruins

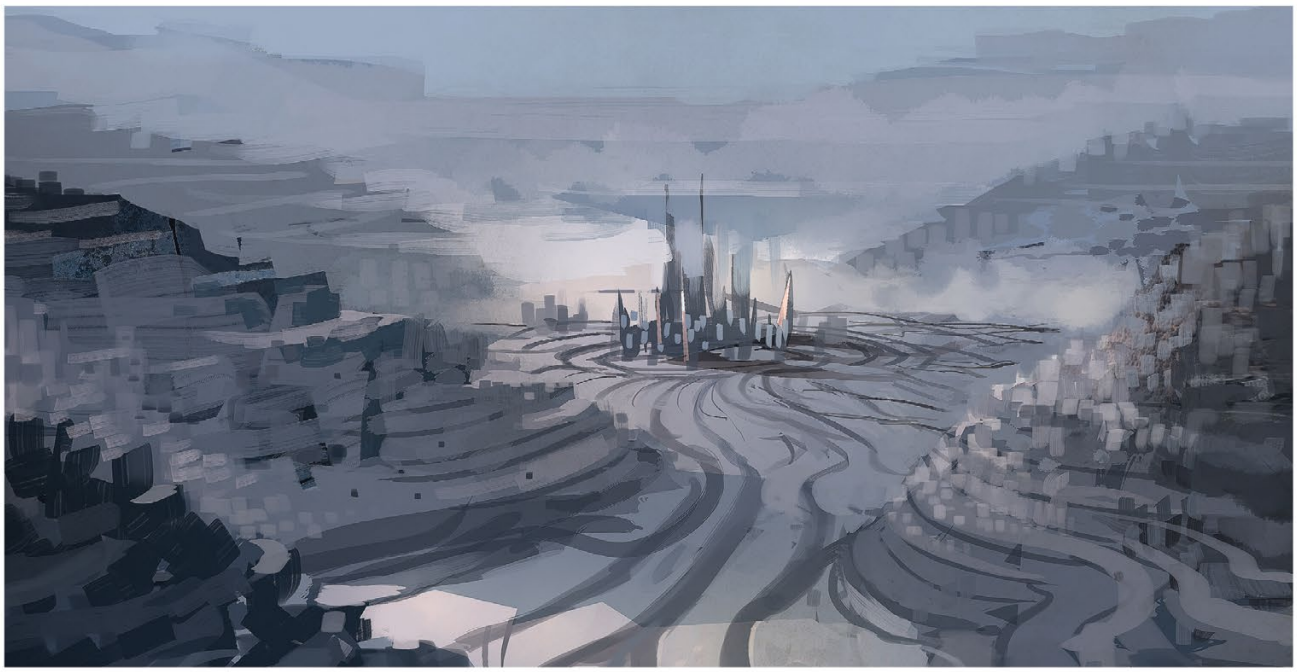
On the western North African coast, Algeria and Tunisia contain extensive ruins of stone amphitheatres, theatres, and other buildings associated with the Phoenician/Berber Punic culture and its Roman conquerors. Settlements in continuous occupation have built over the remains of the Carthaginian and Roman cities that preceded them. Forgotten cellars and secret underground chambers might still contain carvings that show the horned figures of fertility gods like Moloch and Baal and their female partner Tanit; a successful Anthropology or *Difficult* History roll [Cth]/ Knowledge (History) (-2) test [Sav] will identify that they are all associated with child sacrifice.

Ottoman & Colonial Era Ruins

Ottoman era forts, sometimes re-used by the French Foreign Legion, dot the deep desert, guarding or providing way stations on ancient trading trails through the Sahara. Various Italian projects to reclaim desert areas in Libya are undertaken but now lie abandoned because of the war and/or the failure of irrigation schemes. A functioning well might make such a place defensible for a siege, whether by human enemies or more sinister forces.

Ethiopian Sites

In northern Ethiopia, at Roha, there are churches carved out of rock in the 12th Century as a representation of Jerusalem for the Emperor Lalibela, whose name the site now bears; it is also alleged that one of the churches is the final resting place of the Arc of the Covenent. These are not ruins, but architectural wonders like the pyramids, that were first seen by Europeans in the 1520s. There are older ruins, too, in the far north of the country, from the empire of Aksum that spanned the first millennium. They built giant rock stelae



Of Gods & Monsters

One of the best-known supplements for ***Call of Cthulhu*** is the *Masks of Nyarlathotep* campaign by Chaosium Inc. A world-spanning adventure, it details many locations and cults in Egypt and Africa during the 1920s, such as the tunnels below the Sphinx, the Temple of Bast, the Brotherhood of the Black Pharaoh, and the Cult of the Bloody Tongue. Whether or not any of these locations and cults are active in Egypt during the war is beyond the scope of this book, and it is left to the Keeper to decide how much, or how little, of *Masks* to incorporate into their own game.

and one, reaching 80ft (24m) in height and with granite doors carved at its base, is transported by the Italians to Rome in 1937. Other stelae remain, whole and broken, perhaps also with suggestive doors and gates.

Mythos Sites

G'HARNE

Referred to in *The G'harne Fragments* (p.98), the city is located somewhere in the Sahara Desert. Lying beyond Murzuk in Fezzan, G'harne is a vast deserted and decaying mudbrick city. The distant location makes finding G'harne a huge and uncertain challenge, but *The G'harne Fragments* may still send the unfortunate or the foolhardy to a chthonian-delivered doom. Those invoking Shudde M'ell or any chthonians here are likely to perish in vast earthquakes. The possibility that chthonians might be compelled to obey humans (and thus change the balance of tank warfare in the desert) is bound to cross the mind of some poor, deluded soul before the war's end…

False Ruins

Not too far off a desert track through former Italian territory, two vast and trunkless legs stand incongruously in the sun, each rising to a height of 20ft (6m). The half buried, broken head of the statue lies nearby. A little digging confirms the initial suspicion that the head is a portrait of Mussolini. On the pedestal the words are in Italian and may be translated as: "Look on my works you mighty and despair!"

Though real lizards and insects use the statue's shade, the "stone" is actually plaster over wood in the manner of a film prop, a fact which can be identified with a Know roll [Cth]/Common Knowledge (-2) test [Sav]. It is a prop from a 1928 Italian production called The Pharaoh, aborted because of the increasing Fascist control of the Italian film industry. These remnants were a joke made by the disappointed crew called back from location filming, and one they have lost sleep over ever since. Investigators failing a Sanity check [Cth]/gaining Dementia [Sav] are afflicted by a strangely disturbing dream the next time they sleep in which a sandstorm rolls the head across the desert until it comes to rest at their feet, its sightless eyes staring blankly up at them.

THE LOST TOMB OF NEPHREN-KA, OLD CAIRO

The tomb of Nephren-Ka and its Walls of Truth are not easily found unless it wants to be. The entrance to the tomb is located in a dingy courtyard of a non-descript house in Old Cairo. In his dying days, Nephren-Ka sacrificed 100 of his priests to gain visions of the future from his god Nyarlathotep. Today, the tomb and its truths are guarded by a secret priesthood, and they will only reveal its location to those destined to know it.

CHAPTER 9

Magic and Mysticism

"All that mankind has done, thought or been: it is lying as in magic preservation in the pages of books."
– Thomas Carlyle

To many people in the drab world of the 1930s, the Middle East and Africa are romantic and mystical destinations, full of heroic desert sheikhs and tales of wonder. While the realities of life are, for the vast majority of the desert's inhabitants, anything but glamorous, there is indeed a long history of arcane knowledge and strange magics, some of which are detailed below.

ARTEFACTS

The Ashes of Sebek

The Ashes of Sebek are a rare occult substance, which appear to be an otherwise unassuming, ashy powder. Knowledge of the method of its manufacture has been lost. It can only be found in funerary sites associated with the Cult of Sebek, though seldom in great quantities. The ashes are a grey-green dust integral to the spell Create Servant of Sebek.

Cth The burning of a handful of Ashes of Sebek also negates the -50% penalty to the caster's Luck roll made when casting the spell Contact Sebek.

Sav The burning of a handful of Ashes of Sebek ensures that the god answers the spell on the drawing of any red card from the Action Deck when casting the spell Contact Sebek.

Mi-go Transformer

Discovered in the ancient wreckage of a strange vehicle deep beneath the sands of the Sahara, this large device consists of a platinum-coloured metallic box about 1ft (30.5cm) square with a bowl shaped depression in the top, suitable for holding perhaps 1 pint (570mls) of water. Across the other five surfaces of the box, a tiny, delicate script explains how the device is used. A thick, twisted cable links the box to a golden metal skullcap seemingly designed for human use.

A person can use the Transformer by placing an object into the depression in the top of the box, thereby allowing the box to store a schema of its atomic structure. The user then activates the device by attaching the cap to the head of a foolhardy human. In the moments following the donning of the cap, its user experiences a rush of euphoric awareness, which lasts until the feedstock is added to the depression in the transformer. Then, in a moment of searing agony, the matter in the depression melts away, and reforms as an exact duplicate of the item scanned and stored as a schema by the box.

The Transformer is, effectively, a God in a Box; a device that emulates a god-like mind.

Of course, nothing is ever quite that simple when it comes to mi-go technology. Despite being knowledgeable and intelligent scientists, not to mention powerful sorcerers, the mi-go are still dependent upon the intervention of the Elder Gods and Great Old Ones for many of their complex arcane effects. However, to invoke such powers is to risk destruction or falling under the gods' sway, and the mi-go prize their independence perhaps more than anything else.

The Transformer represents one of the mi-go's attempts to solve this problem, and it is an elegant approach. The Transformer is, effectively, a God in a Box; a device that,

when interfaced with via a neural network, emulates a god-like mind but with the fringe benefits of being without self-awareness, motive, or desire. The mind exists simultaneously within both its host and the box, and both are required for the god to form. However well it works for them, the mi-go did not design the Transformer to be compatible with human neurology, and while it does function, it does feature a few bugs.

When the box activates, its programming patches it into the area of the human brain responsible for attribution bias (the tendency to ascribe intent to inanimate objects). On occasion, this leads to the mind gaining both awareness and intent. Since each human brain is different, no two users of the Transformer will generate a mind with the same motives or behaviour. However, there are two common traits: all minds spawned by the Transformer under these circumstances actively try to improve their host's mental abilities and, as the length of their possession increases, they always cause massive but slow physiological changes in their hosts.

Should anyone open the box, it contains hundreds of wafer-thin fragments of rock suspended by thousands of fine golden filaments.

A person attached to the cap feels rejuvenated after using it and gains 1D3 Hit Points [Cth]/may make a free natural healing test [Sav] after every transformation. If he is at full health, he temporarily gains 1D3 extra Hit Points [Cth]/+1 Toughness [Sav] until the results of the transformation play out, but no more from additional transformations. In fact, these Hit Points [Cth]/Toughness [Sav] are linked to the transformed material and, when it is consumed, spent, or broken, the user takes double the damage in Hit Points [Cth]/loses the bonus and also takes 2d4 damage [Sav] that he gained from the process, even if he is not wearing the cap.

Cth With each transformation, there is a 10% chance that the Transformer's mind will attempt to take control of the user, transforming them into its avatar on Earth. To prevent the mind from taking over, the user must make an INT vs.15 roll on the Resistance Table (p.55, ***Call of Cthulhu, Sixth Edition***). If the user succeeds, the mind is unable to take root and he retains control of his body, with only a vague sense of other-worldly curiosity to warn of the danger he was truly in.

Sav With each transformation, draw a card from the Action Deck. If it is a spade face card, the Transformer's mind attempts to take control of the user, transforming them into its avatar on Earth. To prevent the mind from taking over, the user must succeed at an apposed Smarts test (the Transformer has a Smarts of d8 plus a Wild Die). If the user succeeds, the mind is unable to take root and he retains control of his body, with only a vague sense of other-worldly curiosity to warn of the danger he was truly in.

Once in possession of its new body, the mind will seek to expand its understanding of the universe around it, secure its safety, and expand its own cognitive abilities (usually through study, surgery, or arcane means). If destroyed, the Transformer loses its grip on the avatar, and the mind dissipates without the arcane box's presence. The avatar slumps into unconsciousness for 24hrs and awakens with +1D10% in his Mythos skill and a loss of 1D10 Sanity [Cth]/a 1 die step increase in his Mythos skill and the subsequent loss of Sanity [Sav].

NEWLY POSSESSED HOST OF THE MIND

A Host of the Mind appears, at first glance, to be a normal human. However, their movement is often very strange, and they often exhibit signs of self-harm or mutilation. Alter the host's existing stats as shown, not forgetting to adjust any derived statistics that will also be affected by the possession.

Cth +6 **STR**, **DEX**, and **POW**
+12 **INT** and **EDU**
+3 **CON**

Spells: A Host of the Mind may start with 1D3 spells of the Keeper's choice.

Sanity Loss: 1/1D3 upon realising that the mind within the host body is not the original one.

Special Rules: a Host of the Mind has full control of the mi-go Transformer. As such, it may automate its functions to create a range of bizarre and alien material and technologies. Anyone who spends a few minutes with a Host of the Mind may make a Psychology roll to realise that the host's responses and micro-expressions are all wrong, as though the host is not human.

Sav +1 die step in Agility, Spirit, and Strength.
+2 die steps in Smarts.
+1 Toughness.

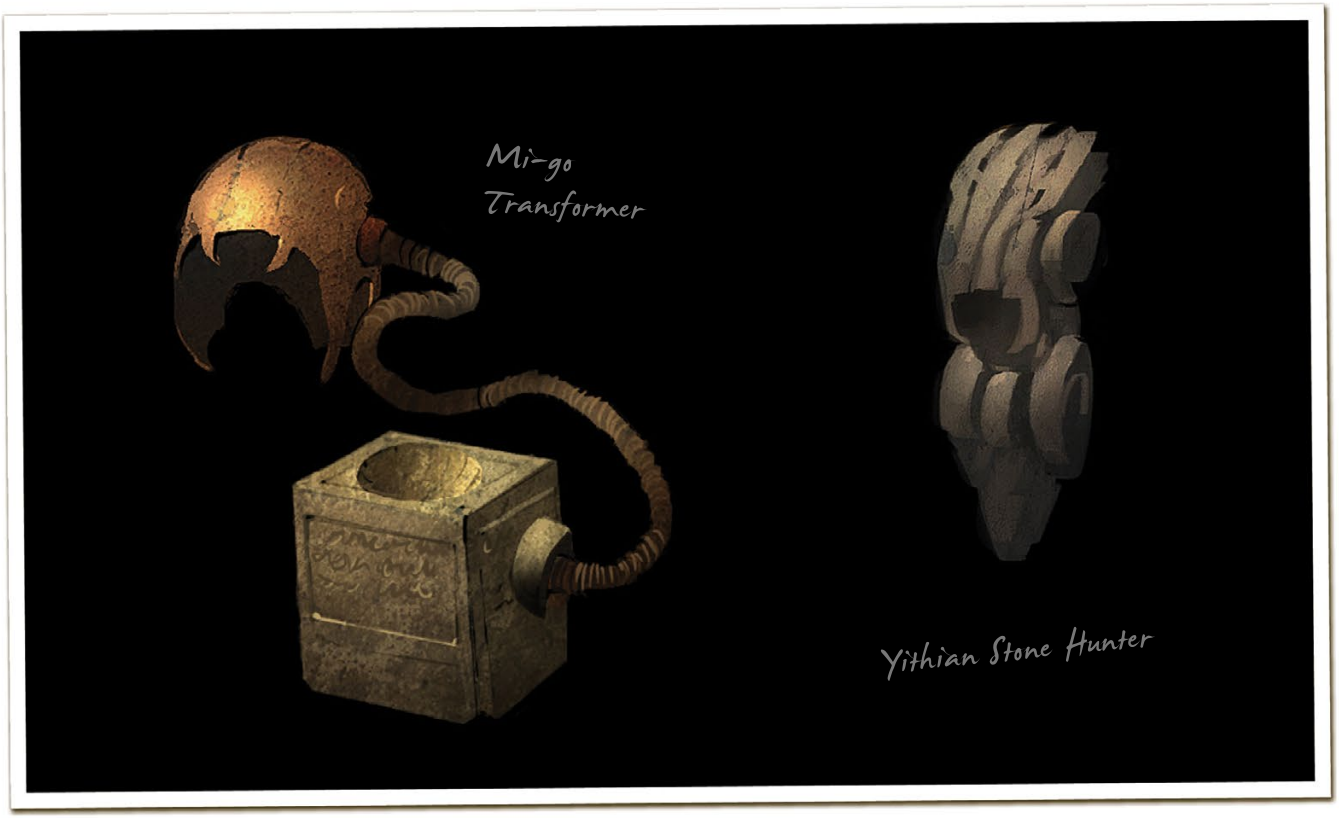
The host gains Knowledge (Mythos) d6.

Special Abilities

- **Disturbing Psyche:** anyone who spends some time with the host may make a Knowledge (Psychology) test to realise that something is wrong with the host's reactions and micro-expressions.
- **Horror +1:** anyone who realises that the controlling psyche of the host is not actually human must make a Spirit (+1) test, or roll on the Horror Effects Table.
- **Spells:** a Host of the Mind may know 1d3 spells.

Yithian Stone Hunter

The Yithians built the stone hunters to pursue and destroy their enemies, and they can still be found today; seemingly small, carved stone statuettes with indeterminate features. They can be used in a variety of ways. If thrown at an enemy, the miniature effigy suddenly expands to humanoid proportions and will hunt down the first target it sees until either it or the enemy is destroyed, at which point the statue returns to



its original size and shape. If crushed in the presence of enemies, it will rise up, reshaping itself from whatever material is present into a giant version of the statue before attempting to destroy all visible living beings within 330ft (100m).

Care must be taken when deploying a stone hunter, as the hunter may, in fact, target the thrower if no other target is in sight. If there are no targets visible, the hunter will shrink back into statuette form.

YITHIAN STONE HUNTER

Cth

STR 20	**DEX** 16	**INT** 4
CON 16	**SIZ** 16	**POW** 10
SAN n/a	**Hit Points:** 16	

Damage Bonus: +1D6; **Move:** 9.

Weapons: *Stone Fists* 35%, damage 1D6+1D6, atts 2, base range Touch.

Armour: 11-points of sharply-angled, stone flesh.

Sanity Loss: 1/1D6.

Special Rules: Anyone touching a Yithian stone hunter while it is active receives 1D3 Hit Points of damage, in the form of what appear to be chemical burns. Characters that take damage in this manner must make a CON vs. CON roll on the Resistance Table (***Call of Cthulhu, Sixth Edition***, p.55). On a failure, over the course of the next 12 hours, the flesh around the wound slowly starts to turn to stone, with the target losing 1D3 CON and APP. After 12 hours, the effect halts its progress. Only magical healing can reverse the effects.

Sav

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+2, Vigor d8.

Skills: Fighting d6, Notice d6.

Pace: 8; **Parry:** 5; **Toughness:** 12 (5).

Special Abilities

- **Armor +5:** sharply angled stone flesh.
- **Calcifying Touch:** anyone who touches (or is touched by) an active stone hunter takes 2d4 damage in the form of what appears to be chemical burns, These unfortunate souls must then make an opposed Vigor test or the flesh around the burn starts to calcify into stone over the next 12 hours. This causes the character a -1 on all physical actions and also afflicts him with the Ugly Hindrance. Only magical healing can reverse this effect.
- **Horror +0:** anyone witnessing an active stone hunter must make a successful Spirit test or roll on the Horror Effects Table.
- **Size +1:** stone hunters are the size of the largest man.
- **Stone Fists:** Str+d6. See Calcifying Touch.

GIANT YITHIAN STONE HUNTER

Cth

STR 25	**DEX** 9	**INT** 04
CON 20	**SIZ** 25	**POW** 10
SAN n/a	**Hit Points:** 23	

Damage Bonus: +2D6; **Move:** 9.

Weapons: *Stone Fists* 35%, damage 1D6+2D6, atts 2, base range Touch.

Armour: 9 points of composite materials; see Special Rules.

Sanity Loss: 1/1D6.

Special Rules: Anyone touching a giant Yithian stone hunter while it is active receives 1D3 Hit Points of damage, in the form of what appear to be chemical burns. Characters that take damage in this manner must make a CON vs. CON roll on the Resistance Table (***Call of Cthulhu, Sixth Edition***, p.55). On a failure, over the course of the next 12 hours, the flesh around the wound slowly starts to turn to stone, with the target losing 1D3 CON and APP. After 12 hours, the effect halts its progress. Only magical healing can reverse the effects.

The materials drawn into a giant Yithian stone hunter have a drastic effect on its armour. Creatures composed of sand and soil take only half damage from projectile weapons, but are utterly destroyed by any amount of water equal to or greater than a heavy rainstorm (which quickly turns them into a squirming mound of wet sand or mud). Creatures made of ice or organic material take double damage from fire.

Sav **Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d12 +3, Vigor d12+2.

Skills: Fighting d6, Notice d6.

Pace: 8; **Parry:** 5; **Toughness:** 18 (6).

Special Abilities

- **Absorption:** the materials drawn into a giant Yithian stone hunter can have a drastic effect on its armour. A soil and sand composition causes the creature to only take half damage from projectiles, but leaves it vulnerable to being destroyed by a sizable amount of water (such as a rainstorm). Stone hunters composed of ice, vegetation, or flesh take double damage from fire based attacks.
- **Armor +6:** sharply angled stone flesh.
- **Calcifying Touch:** anyone who touches (or is touched by) an active stone hunter takes 2d4 damage in the form of what appears to be chemical burns, These unfortunate souls must then make an opposed Vigor test or the flesh around the burn starts to calcify into stone over the next 12 hours. This causes the character a -1 on all physical actions and also afflicts him with the Ugly Hindrance. Only magical healing can reverse this effect.
- **Horror +0:** anyone witnessing an active stone hunter must make a successful Spirit test or roll on the Horror Effects Table.
- **Large:** attacks against this creature are at +2.
- **Size +3:** giant stone hunters are truly massive.
- **Stone Fists:** Str+d6. See Calcifying Touch.

TOMES

The Book of the Dead

The *Book of the Dead* is a hieroglyphic text (usually illustrated) common to all tombs containing mummies. It serves not so much as a religious text but as more of an instruction manual for the mummified deceased on how to navigate and negotiate their way safely into the hereafter. Though not a Mythos tome as such, personalised examples with more vivid maps and monsters that provide Cthulhu Mythos knowledge might be in existence.

THE BOOK OF THE DEAD—*in Egyptian hieroglyphics, by various authors, dating from c.2000 BC-1000 BC.*

Cth *No Sanity loss; Occult +1D6 percentiles (up to a maximum of 6, however many copies are read). No spells.*

Sav **Language:** Egyptian hieroglyphics (+0). 2 successful tests needed to read the book. **Spells:** a successful reading provides a special Bennie that can only be used on Knowledge (Occult) tests.

***DER TODTENBUCH* (THE BOOK OF THE DEAD)**—*in German, compiled by German Egyptologist Karl Lepsius, pub. 1842.*

Cth *No Sanity loss; Occult +3 percentiles. No spells.*

Sav **Language:** German (+0). 2 successful tests needed to read the book. **Spells:** a successful reading provides a special Bennie that can only be used on Knowledge (Occult) tests.

The Book of Faiyum

This book is about the worship of Sebek, the crocodile god, and is associated with the Faiyum region where he was held to be particularly sacred (see Chapter 8). The narrative in the book assumes the perspective of the god. The Ancient Egyptian equivalent of a bestseller, there are many surviving versions on papyrus in both hieroglyphic and cursive scripts. The various editions display the evolution of the myths surrounding Sebek, from his more priapic beginnings to his associations with resurrection and fusion with Horus during the later dynasties. These historical associations mask great danger for the unwary.

THE BOOK OF FAIYUM—*in cursive script, author unknown, pub. unknown.* Describing the life of the god Sebek in dream-like but human terms, this is the most common version of the book, although there are many different renditions containing inconsequential variations.

Cth *Sanity loss 1/1D3 if the reader has Cthulhu Mythos knowledge; Occult +4 percentiles. No spells.*

Sav **Language:** Cursive Script (+0). 4 successful tests needed to read the book. **Spells:** a successful reading provides a special Bennie that can only be used on Knowledge (Occult) tests.

Mythos Grimoire: **THE BOOK OF FAIYUM**—*in hieroglyphic script, author unknown, date unknown.* The descriptions in this rarer, earlier and more complete version of the book are especially vivid and suggestive, although there are many poorly transcribed copies in existence.

Cth *Sanity loss 1D3/1D6; Cthulhu Mythos +3 percentiles; average 2 weeks to study and comprehend/2 hours to skim.* Spells: *Converse with the Lord of the River* (Contact Sebek), *Call Representative of our Lord* (Summon Sacred Crocodile). *There is a 50% chance of mistranscription of one or both of the spells. Half the copies also contain Blessings of the Crocodile God* (Bless Crop).

Sav **Language:** Egyptian hieroglyphics (+0). 2 Successful tests needed to read the book. **Spells:** converse with the lord of the river (*contact Sebek*), call representative of our lord (*summon sacred crocodile*). Draw a card from the Action Deck; if it is a black card, one or both of the spells are mistranscribed and either do not work or work in unexpected ways. Half the copies also contain blessings of the crocodile god (*bless crop*).

Mythos Grimoire: **THE BOOK OF FAIYUM**—*in pictorial hieroglyphic script, author unknown, pub. unknown.* This is a very rare document. Though the language form is more vague, all known copies seem to agree and support one another to a remarkable degree. Reading it is a hypnotic experience, the interaction with the god seeming plausible and normal.

Cth *Sanity loss 1D4/1D8; Cthulhu Mythos +7 percentiles; average 10 weeks to study and comprehend/8 hours to skim.* Spells: *Converse with the Lord of the River* (Contact Sebek), *Call Representative of our Lord* (Summon Sacred Crocodile), *Call Forth Again* (a special version of Resurrection that does not require ashes but mummified remains), *Command King of the Riverbank* (Command Crocodile), *Command Queen of the River* (Command Hippopotamus), *Gain Respect of the Ancients* (Dread Curse of Azathoth), *For the Guarding of Tombs* (Create Crocodile Mummy). *The book also explains and locates the spell Become Servant of Sebek (in major Sebek Temple sanctuaries) without providing the spell itself* (see Spells, p.99).

Sav **Language:** Egyptian hieroglyphics (-1). 6 Successful tests needed to read the book. **Spells:** converse with the lord of the river (*contact Sebek*), call representative of our lord (*summon sacred crocodile*), call forth again (a special version of *resurrection* that does not require ashes but mummified remains), command king of the riverbank (*command crocodile*), command queen of the river (*command hippopotamus*), gain respect of the ancients (*dread curse of Azathoth*), for the guarding of tombs (*create crocodile mummy*). The book also explains and locates the spell *become servant of Sebek* (in major Sebek Temple sanctuaries) without providing the spell itself (see Spells, p.99).

Mythos Grimoire: **RITUALS OF THE ANCIENT ORDER OF THE CROCODILE**—*in Arabic, no author or printer details given, but 1940 is clearly marked as the date of publication.* A 24 page printed and stapled pamphlet. The rituals described dedicate themselves to fairly stolid initiation and progression ceremonies but also draw on the text of *The Book of Faiyum* for two prayers that can be recognised (in intent) as spells.

Cth *Sanity loss 1/1D4; Cthulhu Mythos +1 percentile, average 2 days to study and comprehend/1 hour to skim.* Spells: *Commune with the Lord of Crocodiles* (a "dud" version of Contact Sebek; pp.99-100), *Invite Sacred Representative* (Summon Sacred Crocodile).

Sav **Language:** Arabic (+0). 2 successful tests needed to read the book. **Spells:** a successful reading provides a special Bennie that can only be used on Knowledge (Mythos) tests. The pamphlet also contains the spells commune with the lord of crocodiles (a "dud" version of *contact Sebek*, see pp.99-100), invite sacred representative (*summon sacred crocodile*).

The Book of Thoth

Not to be mistaken for the dread *Book of Azathoth*, in which Nyarlathotep keeps the bloodied names of those who serve the Outer Gods, the *Book of Thoth* means different things to different people. Allegedly written by the Egyptian ibis-headed god of wisdom, according to legend the book contains the knowledge to speak with all beasts, converse with the gods and enchant the earth and sky. Realising that the power contained within was too much for mortals, the book was hidden at the bottom of the Nile not far from Luxor in a series of bound chests, guarded by fierce serpents. Stolen by the sorcerer Neferkaptah, who desired its magics above all else, the gods killed his family in retribution for his effrontery. Distraught at the havoc his actions had caused, Neferkaptah killed himself and was buried with the book in Saqqara, the City of the Dead, his tomb hidden beneath sand and stone to prevent others from suffering a similar fate.

This did little to deter Setne Khamwas who, having found the book, ignored the warnings of the *ka* guarding the tomb and stole it away. As a punishment for learning the forbidden lore, the gods tricked him into killing his family, but were kinder this time than before, as it turned out to be only an illusion. Having learnt his lesson, Khamwas returned the book to Neferkaptah's tomb, where it has remained hidden ever since.

The Book came to have another meaning entirely in 18th Century France where Eitteilla, better known as the French occultist Jean Baptiste Alliette, believed its wisdom

to be encapsulated in the cards of the tarot deck. He forms his own society to study the cards in 1788 (the *Société des Interprètes du Livre du Thot*), followed by his own written version of the book two years later. And of course, where there is the modern occult, there also comes Aleister Crowley. Working with Lady Frieda Harris, Crowley develops his own Thoth-based tarot deck (which does not see print during the war), and writes an accompanying monograph to aid in their interpretation.

However, there are rumours of yet another, much more powerful, version of the book, written by a Stygian sorcerer and containing information on the being Tawil at'Umr and the mysteries of the gates between life and death. Saved from destruction by Egyptian priests, it is said to have been taken by the Roman Emperor Caligula from the libraries of Alexandria but lost before his death. The mad Arab Abdul Alhazred purports to have seen a copy of this tome, also known as the *Scroll of Thoth-Ammon*, but its current whereabouts are unknown.

Mythos Grimoire: **THE BOOK OF THOTH**—*in Egyptian hieroglyphics, author unknown, pub. unknown.* Written on papyrus, this is not so much a book as would be recognised in the modern sense of the word, but an ancient and remarkably resilient papyrus scroll. There is only one copy of the scroll, carefully hidden in the City of the Dead near Memphis. The tomb itself is heavily protected with traps of both a physical and magical nature, should anyone attempt to find and enter it.

Cth *Sanity loss 1D10/2D10; Cthulhu Mythos +16 percentiles; average 52 weeks to study and comprehend/120 hours to skim.* Spells: *Spell to Control the Sky* (Alter Weather), *Blessing of the Nile* (Bless Crop), *Spell of the Sands* (Bring Haboob), *Converse with the Blind Lord* (Call/Dismiss Azathoth), *Converse with Bubastis* (Call/Dismiss Bast), *Converse with Truth* (Call/Dismiss Daoloth), *Converse with Setesh* (Call/Dismiss Hastur), *Converse with That Before Creation* (Call Nyogtha), *Converse with the Lord of Fishes and Birds* (Call Shub-Niggurath), *Converse with the Sphere of Brightness* (Call/Dismiss Yog-Sothoth), *Chant of Thoth, Command the Beasts and Birds* (a large list of Command Animal Spells, the exact creatures included to be determined by the Keeper), *Speak with the Dark Lord of Khem* (Contact Nyarlothotep), *Parting Sands, Voice of Sekhmenkenhep* (Sekhmenkenhep's Words).

Sav **Language:** Egyptian hieroglyphics (-2). 16 successful tests are needed to read the book. Successfully reading the book raises Knowledge (Mythos) by two steps instead of one, with the resulting drop in Sanity. **Spells:** spell to control the sky (*alter weather*), blessing of the Nile (*bless crop*), spell of the sands (*bring haboob*), converse with the Blind Lord (*call/dismiss Azathoth*), converse with Bubastis (*call/dismiss Bast*), converse with truth (*call/dismiss Daoloth*), converse with Setesh (*call/dismiss Hastur*), converse with That Before Creation (*call Nyogtha*), converse with the Lord of Fishes and Birds (*call Shub-Niggurath*), converse with the Sphere of Brightness (*call/dismiss Yog-Sothoth*), *chant of Thoth*, command the beasts and birds (a large list of *command animal* spells, the exact creatures included to be determined by the Keeper), speak with the Dark Lord of Khem (*contact Nyarlothotep*), *parting sands*, voice of Sekhmenkenhep (*Sekhmenkenhep's words*).

As a punishment for learning the forgotten lore, the gods tricked him into killing his family.

Mythos Grimoire: **SCROLL OF THOTH-AMMON**—*in Egyptian hieroglyphics, author reputedly Thoth-Ammon, pub. unknown.* This scroll is of comparable age to the other *Book of Thoth* with which it shares its name, although the content is considerably different. As well as its study of gates, it is thought to contain details of antediluvian civilisations and ancient gods. Although the original is lost, copies are believed to be hidden in various remote monasteries in Tibet.

CTH: Sanity loss 1D6/2D6; Cthulhu Mythos +10 percentiles; average 26 weeks to study and comprehend/60 hours to skim. Spells: *Speak with the Gatekeeper* (Call/Dismiss Yog-Sothoth), *Opener of the Ways* (Create Gate), *Door of Ages* (Create Time Gate), *Craft Chests of Passage* (Enchant Gate Boxes), *Extend, Finder of the Ways* (Find Gate), *Unification of Ka and Ba* (Resurrection), *Eye of the Way* (View Gate).

SAV: **Language:** Egyptian hieroglyphics (-1). 12 successful tests needed to read it. **Spells:** speak with the Gatekeeper (*call/dismiss Yog-Sothoth*), opener of the ways (*create gate*), door of ages (*create time gate*), craft chests of passage (*enchant gate boxes*), *extend*, finder of the ways (*find gate*), unification of ka and ba (*resurrection*), eye of the way (*view gate*).

Mythos Grimoire: ***COUR THÉORIQUE ET PRATIQUE DU LIVRE DU THOT***—*in French, Jean Baptiste Alliette, pub. 1790.* Following in de Gébelin's footsteps, Alliette's book effectively introduces the concepts of the major and minor arcana, but contains nothing of the content of its alleged historical ancestors.

Cth *No Sanity loss; Occult +7 percentiles; average 1 day to study and comprehend/1 hour to skim.* Spells: *Augur.*

Sav **Language:** French (-1). 1 successful test needed to read it. **Spells:** a successful reading provides a special Bennie that can only be used on Knowledge (Occult) tests.

THE BOOK OF THOTH: A SHORT ESSAY ON THE TAROT OF THE EGYPTIANS—*in English, Aleister Crowley, pub. 1944.* Produced in a limited print run of 200, lavishly bound, numbered, and signed by the author, this

book consists of four chapters and two appendices detailing Crowley's interpretation of the tarot, or what he refers to as the true *Book of Thoth*. Harris works on the accompanying cards between 1938-1943, but they are not published alongside the book.

Cth *No Sanity loss; Occult +4 percentiles. No Spells.*

Sav **Language:** English (+0). 3 successful tests needed to read it. **Spells:** a successful reading provides a special Bennie that can only be used on Knowledge (Occult) tests.

The G'harne Fragments

Mythos Grimoire—**THE G'HARNE FRAGMENTS**—*in English, by Sir Amery Wendy-Smith, pub. 1919 (1931).* Sixteenmo. The text is based on Wendy-Smith's translation of a strange, dot-form language found on obsidian shards discovered in North Africa by the explorer, Windrop. Almost one thousand copies of the diminutive tome were printed, discussing the secrets and location of the mysterious city of G'harne.

Cth See ***Call of Cthulhu, Sixth Edition***, p.95, for further details.

Sav **Language:** English (+0). 5 successful tests needed to read it. **Spells:** *contact chthonian, contact elder thing, contact Shudde M'ell, red sign of Shudde M'ell*

Katib al Amr Sihry ("The Book of Angels")

The Book of Angels (as it is known in English) is a chronicle of the journey of one Kahin seer in the early 4th Century AD. At the behest of what he describes as the voices of angels, the seer is guided to seek out the wondrous city of Irem. It talks of his perilous encounters with the sand-encrusted "dwellers beneath the dunes" and his belief that Irem was the City of Angels. In the midst of one of his rambling accounts is an incantation he claims allowed him to draw down the breath of a dying companion and return him to life. It ends with an account of his journey through the Rubn Al Khali of Arabia towards the gates of Irem, and his bargain with the djinn to enter the city.

Mythos Grimoire: ***KATIB AL AMR SIHRY* (THE BOOK OF ANGELS)**—*in pre-Islamic classical Arabic, author unknown, pub. unknown.* On thirteen papyrus rolls in a peculiar metallic ink that still keeps its colour despite its antiquity. No copies of this work are thought to exist outside of Irem, though fragments may possibly be found in the ruined crypts of Wadi Rum where the Muqarribun once dwelt.

Cth *Sanity loss: 1/1D6; Cthulhu Mythos: +5 percentiles; average 6 weeks to study and comprehend/5 hours to skim.* Spells: *Contact Djinn, Contact Sand Dweller, Draw Down the Breath, Whisper of Angels.*

Sav **Language:** Arabic (-2). 3 successful tests needed to read it. **Spells:** *contact djinn, contact sand dweller, draw down the breath, whisper of angels.*

It ends with an account of his journey through the Rubn Al Khali towards the gates of Irem.

Secrets of the Sahara

In 1935, Nazi German explorer and anthropologist, Otto Lustgarten accumulates enough Mythos knowledge to make contact with sand dwellers in western Egypt. The notes from his trip, and a cautiously worded statement of his intent under the above title, lie on record in Berlin as both a proposal to publisher Dietmann Verlag and as evidence in confidential Black Sun files (unbeknownst to Lustgarten).

In 1936, in order to research the proposed book, Lustgarten mounts a brief, and necessarily secret, mission into the Sahara from British territory. He is never heard of again, but his notes might be found somewhere in the Calanscio Sand Sea, along with the remains of the expedition's modified Model-T Fords.

Mythos Grimoire: **SECRETS OF THE SAHARA—A BOOK PROPOSAL**—*in German, by Otto Lustgarten, unpublished.*

Cth *Sanity loss 1/1D4; Cthulhu Mythos +1 percentile; average 1 day to study and comprehend/1 hour to skim.* Spells: *Contact Sand Dweller* (note that this particular version of the incantation is only effective when read out on Saharan sand).

Sav **Language:** German (+0). 1 successful test needed to read it. **Spells: a** successful reading provides a special Bennie that can only be used on Knowledge (Mythos) tests. The pamphlet also contains the spells *contact sand dweller* (this particular version only works when used on the Saharan sands.)

Mythos Grimoire: **NOTES TOWARDS THE SECRETS OF THE SAHARA**—*in German, by Otto Lustgarten, unpublished.*

As *Secrets of the Sahara* ([Cth] and [Sav]).

"ANGELS WITH DIRTY FACES"?
NOT REALLY ANGELS AT ALL...

-SGT. CARTER

SPELLS

Many of the spells referred to in the tomes above can be found in either the ***Call of Cthulhu, Sixth Edition*** rulebook, pp.217-247 [Cth], or *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.196-215 [Sav]. New spells, or extensions to existing ones, can be found below.

Bring Haboob

Cth See ***Call of Cthulhu, Sixth Edition***, p.222.

Sav
Casting Modifier: -4
Range: see below
Duration: several hours
Cost: Horror (+1)

If cast in the desert (or wherever there is a considerable quantity of sand) this spell produces a whirling sandstorm approximately 20 miles (32km) across, with winds ranging from 30-60 miles per hour (48-96km/h). This storm reduces visibility to, at best, only a handful of feet. Anyone caught in the storm must make a Vigor test every half an hour or suffer a level of Fatigue. Anyone not in protective clothing suffers 2d4 damage every round until they can find shelter.

Call/Dismiss Deity

Cth See ***Call of Cthulhu, Sixth Edition***, p.221.

Sav
Casting Modifier: -6
Range: special
Duration: special
Cost: Horror (+0), plus 1 point of Sanity

See *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.199.

BAST

This spell summons the Egyptian goddess of cats. It must be cast somewhere warm and sheltered, preferably at night. Those who have been cruel to cats are advised never to attempt this spell.

DAOLOTH

Casting this spell summons the Render of the Veils. If the caster is to avoid madness at the sight of Daoloth's incomprehensible outline, the spell must be cast in complete darkness, and should only be used in conjunction with some form of magical barrier (or Daoloth's presence will spill out to engulf anything and everything nearby).

SHUDDE M'ELL

This spell summons the greatest of the chthonians, Shudde M'ell, who was once trapped beneath the lost city of G'harne. It must be cast in an area that has recently suffered an earthquake, or in any region that has unstable ground (such as the Qattara Depression).

Command Animal Spells

Cth See ***Call of Cthulhu, Sixth Edition***, p.225.

Sav
Casting Modifier: +0
Range: Smarts
Duration: 1 command
Cost: Horror (+1)

Using the Command Animal spell causes a specific creature (or swarm, if appropriate) to obey a simple command that the creature in question can instinctively understand. If the request requires knowledge that an animal simply could not have, or involves an activity beyond the creature's capability, then the animal will simply leave without attempting to complete the task.

Contact Djinn

Djinn are found in the deep desert and in the bleached ruins of lost cities where they ride what the desert tribes call the *Simoon*, the "poison wind". Djinn are mostly encountered in the Middle East and North Africa, though some legends from the Gobi Desert would indicate that they may inhabit this inhospitable land too. Djinn are capricious and treacherous creatures, and even the most competent sorcerer should prepare well for an encounter with them.

Cth This spell costs 5 Magic Points to cast, and 1D3 Sanity Points. Unless there are no djinn nearby, it succeeds automatically.

Sav
Casting Modifier: see above
Range: special
Duration: special
Cost: Horror (+1), plus the cost of seeing the creature (Horror -1)

Contact Sebek

Cth The spell requires the caster to be in a location conducive to crocodiles, usually by a river in a suitable habitat. He must then sacrifice one point of POW permanently and lose 1D6 sanity points. The chance of success is half of his current Luck roll (affected by the loss of POW). A projection of Sebek will appear to the caster, possibly in dreams, within three days. Subsequent

castings exact the same cost, but the Luck roll, though diminished by the loss of POW, is no longer halved. Dud versions of the spell may induce horrific dreams (at the Keeper's discretion), but no visitation from the god.

Sav

Casting Modifier: -6
Range: special
Duration: special
Cost: Horror (+0), plus 1 point of Sanity

The spell requires the caster to be in a location conducive to crocodiles, usually by a river in a suitable habitat. He must then pay the Cost of casting the spell. Draw a card from the Action Deck; if it is a red card of value 7+, a projection of Sebek will appear to the caster, possibly in dreams, within three days. Subsequent castings exact the same cost, but Sebek arrives on the drawing of any red card. Dud versions of the spell may induce horrific dreams (at the Keeper's discretion), but no visitation from the god.

Create Servant of Sebek

A transformation spell, it can be found carved in the earliest pictorial form of Egyptian hieroglyphics in the most sacred areas of major temples of that deity (see Chapter 8). The spell requires that equal parts of human and crocodile blood are mixed with the substance known as the Ashes of Sebek (p.92); the resultant mixture is then imbibed. The spell produces a range of possible effects, depending on the volume of blood consumed before the spell is cast (in some cases, this may need to take place over several sessions due to the quantities involved).

Cth

One pint (600mls) of each substance and the incantation of the spell under a full moon is sufficient to transform any drinker spending 10 Magic Points and succeeding in a POW×3 check into a crocodile/human hybrid (p.107). Anyone failing the POW check is instead turned permanently into a sacred crocodile (pp.106-107). Undergoing the initial transformation costs 1D6/ 2D10 sanity points. If the subject is not driven insane by the process, they retain the intelligence and agenda of their originating human mind but continue to lose sanity points at a rate of 1 per day.

A further and more costly version of the spell can also be attempted. If the lifeblood of a full-sized crocodile and a human being (at least 16 pints/9 litres in total) are mixed with the Ashes of Sebek and then 10 POW permanently surrendered (one from each of the required ten participants, in the order of the strongest first) along with 1D3 SAN (again, from each person involved), an entity can be produced showing Sebek's favour. The resulting monstrous figure is humanoid but with bright green crocodile skin all over its entire body: a Servant of Sebek. This creature is not at all bound by the spell and will act in its own interests, or those of its god, as it sees fit.

Sav

Casting Modifier: -4/+0
Range: special
Duration: permanent
Cost: see below

One pint (600mls) of each substance and the incantation of the spell under a full moon is sufficient to transform any drinker succeeding at a Spirit (-4) test into a crocodile/human hybrid (p.107). Anyone failing the roll is instead turned permanently into a sacred crocodile (pp.106-107). Undergoing the initial transformation costs 2 sanity points. If the subject is not driven insane by the process, they retain the intelligence and agenda of their originating human mind but continue to lose sanity points at a rate of 1 per week.

A further and more costly version of the spell can also be attempted. If the lifeblood of a full-sized crocodile and a human being (at least 16 pints/9 litres in total) are mixed with the Ashes of Sebek and then 10 cultists are used to cast the spell along with a Horror (+1) test (from

each person involved), an entity can be produced showing Sebek's favour. The resulting monstrous figure is humanoid but with bright green crocodile skin all over its entire body: a Servant of Sebek. This creature is not at all bound by the spell and will act in its own interests, or those of its god, as it sees fit.

Create Crocodile Hybrid Mummy

This is another spell found in hieroglyphic sources that has more than one functional interpretation. There are two ways of creating such a mummy. The first (and most common) way involves beheading a mummified human corpse (mummification takes at least a fortnight) and replacing the head with that of a crocodile. Though this type of mummy can remain functional in dry conditions for centuries, its ability to understand instructions is as limited as the beast whose head it bears and commands are generally limited to very simple ones, such as "attack intruders".

The second (and much rarer) version is to use the body of a crocodile/human hybrid and go through the correct process of mummification before casting the spell. The hybrid mummy created is capable of obeying simple verbal instructions (in its native language) and can also retain and follow them through the ages. At the Keeper's discretion, this type of crocodile hybrid mummy may also have statistics at the high end of those indicated for this monster type (p.107).

Cth

Two points of POW are permanently lost as well as 1D10 sanity points when attempting this spell.

Sav

Casting Modifier: -2
Range: see above
Duration: permanent
Cost: The caster loses a point of Sanity and suffers a Horror (-2) test. The subject of the spell is driven insane.

Create Time Gate

Cth

See ***Call of Cthulhu, Sixth Edition***, p.230.

Sav

Casting Modifier: see below
Range: touch
Duration: permanent
Cost: see below

This spell is similar to the spell *create gate* (see *Achtung! Cthulhu: the Keeper's Guide To The Secret War* p.203), but this spell opens a portal which allows a subject to travel in time rather than space.

Draw Down the Breath

This spell summons the *Simoon* (poison wind) from the deepest expanses of the desert and manifests it as a small (3ft/0.9m diameter) but ferocious dust devil, a spinning maelstrom of flesh-tearing sand and tornado winds that can literally flay a man alive.

Cth

The spell costs 6 Magic Points to draw down the wind itself, a process which takes two turns to complete, during which the caster may do nothing but recite the words of power. At the end of the second turn the dust devil is formed and begins to move of its own accord, seeking out the nearest enemy. However, due to the unpredictable nature of the winds, the caster must make a successful POW×5 roll each turn to direct the dust devil, otherwise it will break control and begin to attack the nearest target each turn until it dissipates.

When the dust devil attacks it causes 2D6 damage, ignoring armour, though the victim may attempt to Dodge to reduce the damage by half (rounding down). The dust devil will naturally dissipate after six turns, unless the caster expends an additional Magic Point to extend its life for another three turns. The caster may also expend an additional 3 Magic Points to increase its attack by 2D6 damage.

Sav

Casting Modifier: -4
Range: Smarts
Duration: 6 turns, but see below
Cost: none

The dust devil moves at a pace of 7 and chases down the nearest enemy, and inflicts 2d6 damage a round; however, due to the capricious nature of the winds, the caster must make a successful Spirit test every round or lose control, allowing it to attack the nearest target until it dissipates.

The caster can increase the duration of the spell to 12 rounds and also the damage of the spell to 3d6, but choosing either of these augmentations increases the Casting Modifier by another -2.

Enchant Candle

Cth

See ***Call of Cthulhu, Sixth Edition***, p.233.

Sav

Casting Modifier: -1
Range: touch
Duration: permanent
Cost: Horror (+2)

The caster creates a candle using wax, his nail or hair clippings, and a few drops of his blood, during the ritual; certain specific words must be spoken during the process to ensure the spell's success. The event the caster wishes to influence by the spell must then be written onto the side

of the candle. To activate the spell, the candle is burned as the caster carries out an activity relevant to the inscribed event.

Anyone casting a Mythos spell in the presence of one or more enchanted candles has their Knowledge (Mythos) skill artificially increased by one step. The candle is consumed in the casting of the spell, whether it is successful or not.

The Whisper of Angels is an ancient incantation used to bind the spirit of a djinn.

Enchant Gate Boxes

Cth See ***Call of Cthulhu, Sixth Edition***, p.234.

Sav
Casting Modifier: see below
Range: touch
Duration: permanent
Cost: see below

This spell requires the creation of two identical wooden boxes, which then act as either end of a magical gateway. The boxes can be of any size, but must only open at one end. During the enchantment ritual, the caster must be in physical contact with the boxes, whilst contemplating abstract, hyperdimensional shapes, angles, and lines.

Gate boxes work in exactly the same way as a normal Gate (the *Keeper's Guide*, p.203), and activate once the boxes are opened.

Enchant Gris-Gris

Cth See ***Call of Cthulhu, Sixth Edition***, p.234.

Sav
Casting Modifier: -2
Range: touch
Duration: permanent/until the gris-gris is destroyed.
Cost: Horror (+1)

Consisting of a small cloth, drawstring bag, a gris-gris is believed to bring the wearer good luck, or to protect them from evil. Items imbued with a particular meaning to the caster, and that represent the function the gris-gris is to perform, are placed in the bag. The ritual to enchant the bag is then enacted, requiring considerable time and the sacrifice of a small animal. Anyone wearing this bag gains an extra Bennie each session.

Enchant Ju-Ju

Cth See ***Call of Cthulhu, Sixth Edition***, p.234.

Sav
Casting Modifier: -2
Range: touch
Duration: permanent/until the ju-ju is destroyed.
Cost: Horror (+1)

The ju-ju protects against black magic, and can either be worn or placed in a particular location. To create it, the caster must sacrifice a black chicken, but the ju-ju itself can take any form the caster wishes. Casters of harmful magic who stand within 12" of the ju-ju suffer a -4 to their Knowledge (Mythos) tests.

Find Gate

Cth See ***Call of Cthulhu, Sixth Edition***, p.236.

Sav
Casting Modifier: -1
Range: sight
Duration: instant
Cost: Horror (+2)

This spell enables the caster to identify any Gates within their line of sight. It does not, however, give them the ability to open, close, or use any Gates found to be present.

Parting Sands

Cth See ***Call of Cthulhu, Sixth Edition***, p.240.

Sav
Casting Modifier: -4
Range: Smarts
Duration: Spirit
Cost: Horror (+1)

This ancient Egyptian spell can be used to separate non-living barriers, such as walls, bodies of water, or even mountainsides. Enchanted desert sand is required as a focus for the spell; a line of sand indicating the direction of the required split must be drawn in front of the object to be sundered. The resulting gap should be large enough for humans and animals such as horses and camels to pass through, but may need enlarging by other means to permit modern vehicles to pass.

Red Sign of Shudde M'ell

Cth See ***Call of Cthulhu, Sixth Edition***, p.241

Casting Modifier: -4
Range: Large Burst Template
Duration: see below
Cost: Horror (-2)

This spell brings about a painful and horrific death by causing violent spasms and convulsions in the target's internal organs. The caster draws the Red Sign in the air as they recite the necessary incantations, and maintains it by concentration until the spell's full effects have taken place. If cast correctly, the symbol can be seen glowing malevolently in mid-air until dismissed (or all those targeted are dead).

The sign causes 3d6 damage to all within its range. The caster must maintain the spell, and it can be disrupted using the spell disruption rules found in the ***Savage Worlds*** rulebook, **Chapter Five: Using Powers.**

Sekmenkhenep's Words

Cth See ***Call of Cthulhu, Sixth Edition***, pp.241-242.

Casting Modifier: -1
Range: all within hearing of the casters voice
Duration: up to 3 days
Cost: Horror (+0)

A powerful spell that enables the caster to influence the hearts and minds of an assembled audience. The caster gains a +6 on any Persuasion test and the result effects the entire audience, rather than just a single individual. The effects of this test can last for up to 3 days.

Summon Sacred Crocodile

Cth This spell requires the caster to be within 10yds (9m) of the Nile River. It costs 4 Magic Points and 1D3 sanity points to cast. The name of Sebek is invoked during the twenty minute incantation. A sacred crocodile will appear in D100 hours, or as close to this as possible, depending on the distance of the casting from the nearest crocodile population. For the characteristics of a sacred crocodile, see Chapter 10.

Casting Modifier: -2
Range: Smarts
Duration: see below
Cost: Horror (+1)

This spell requires the caster to be within 10yds (9m) of the Nile River. The name of Sebek is invoked during the twenty minute incantation. A sacred crocodile will appear within 4 days, or as close to this as possible, depending on the distance of the casting from the nearest crocodile population. For the characteristics of a sacred crocodile, see Chapter 10.

View Gate

Cth See ***Call of Cthulhu, Sixth Edition***, pp.246-247.

Casting Modifier: +0
Range: sight
Duration: instant
Cost: None, but whatever is on the other side of the gate may cause a Sanity roll.

If cast on a Gate, this spell permits the caster to see what is on the other side of the Gate without actually having to enter it.

Voorish Sign

Cth See ***Call of Cthulhu, Sixth Edition***, p.247.

Casting Modifier: see below
Range: none
Duration: none
Cost: see below

These magical hand gestures negate one point of Casting Modifier of any spell cast immediately after the gestures have been correctly performed, but increase the penalty of the Cost by a further 1. Executing the voorish sign does not appreciably add to the length of time it takes to cast a spell.

Whisper of Angels

The Whisper of Angels is an ancient incantation which the Muqarribun use to bind the spirit of a djinn to a physical form, known as a ghuul (not to be confused with ghouls, who are a very different species).

Cth This spell costs 8 Magic Points to cast and 1D6 Sanity Points and requires the caster to inscribe a series of formulae on the subject's body while chanting the incantation that will draw a djinn down and trap it within the subject's mortal form. The ritual requires the incantations to be chanted from dusk until dawn, after which the Magic and Sanity Points are expended and the ghuul is created.

Casting Modifier: -4
Range: touch
Duration: permanent
Cost: Horror (+0)

This spell requires the caster to inscribe a series of formulae on the subject's body while chanting the incantation that will draw a djinn down and trap it within the subject's mortal

form. The ritual requires the incantations to be chanted from dusk until dawn, after which the spell is cast, the Cost paid, and the ghuul created.

As *Nachtwölfe* have realised from their research, a djinn can be bound into any body both animate or inanimate raising the terrifying prospect of a ghuul inhabiting a mechanical form such as an armoured vehicle.

Despite being encased in a physical form, the djinn spirit has a warping effect on the vessel (be that a body or some other object) causing mutation and malformation to limbs and body. In the case of a human body, this results in atrophying of flesh and a leathery texture to skin, while in metal or stone it results in warping, discolouration, and corrosion as the sheer power of the djinn strains the physical form it has been encased within. Regardless of their physical vessel, ghuul are savage, almost crazed, seeking only to lash out at anything around them in an effort to free themselves from their confinement.

There are two methods for destroying a ghuul; the first is to speak the words "*Mato Hatfa Anfhi*" while striking the body with a weapon made of brass. The djinn trapped within the body must make an immediate POW vs POW contest [Cth]/an opposed Spirit test [Sav] against the person dismissing it or be cast out back to Irem.

The second method is to destroy the ghuul body in which the djinn is trapped. Although this method is easier to accomplish (though not as easy for mechanical or inanimate bodies, at least not without heavy weapons) it is the most dangerous as it merely releases the djinn from its confinement. The released djinn will be in a frenzied rage and will attempt to kill anybody within sight when released.

Bodies turned into a ghuul do not receive any additional physical strength or abilities, but are intelligent, if somewhat bestial in nature. They are utterly hostile, but are compelled to follow the instruction of their creators, though they will do so with malice and resentment, just waiting for the day when they can break free and wreak their revenge.

CHAPTER 10

Beasts, Real and Imaginary

"He who fights with monsters should look to it that he himself does not become a monster."
- Friedrich Nietzsche

Although people tend to think of much of Africa and the Middle East as vast wildernesses, devoid of life, there are many and varied creatures to be found there; most of them, unfortunately, are not all that friendly towards humans. A selection of everyday animals and Mythos creatures are discussed below.

WORLDLY CREATURES

Camel

The fabled ship of the desert, the dromedary (one-humped) camel has great value as not only a means of transport, but also as a beast of burden and supplier of "wool", meat, and milk. Long-lived and highly adapted for the hardships of desert life, they are infamous for being stubborn and intractable (see also p.57).

Cth

STR 4D6+18 **DEX** 3D6 **INT** n/a
CON 2D6+6 **SIZ** 4D6+16 **POW** 3D6
SAN n/a **Hit Points:** 24 (average)

Damage Bonus: varies; **Move:** 10.

Skills: Go Without Water 85%, Malinger 60%.

Weapons: *Bite* 25%, damage 1D6.

Kick 10%, damage 1D6+db.

Spit 40%, damage -1D6 APP (temporary loss).

Armour: 3 points of hide.

Sav

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12, Vigor d10.

Skills: Fighting d4, Notice d6, Taunt d8.

Pace: 8; **Parry:** 4; **Toughness:** 10.

Special Abilities

- **Fleet-Footed:** camels roll a d8 when running instead of a d6.
- **Kick:** Str.
- **Large:** attacks against a camel gain a +2 bonus.
- **Size +3:** camels weigh between 800 and 1000 pounds.
- **Spit:** the camel makes a spit attack using its Taunt skill as its ranged attacking skill, with a range of 1/2/3. If it hits, the target suffers -2 Charisma until he can wash off the mucus.
- **Ships of the Desert:** camels can go a week before having to make tests for thirst.

Cobra, Spitting

Approximately 3-5ft (90-150cm) in length, these snakes are not aggressive hunters but will defend themselves if frightened or threatened. They can squirt venom over six feet in distance, and usually aim for the eyes in order to blind the target. Quick application of clean water easily saves someone's sight, but the immediate effects are painful and disorientating.

Cth

STR 2D4 **DEX** 3D6 **INT** n/a
CON 2D6 **SIZ** 1D6 **POW** 1D3
SAN n/a **Hit Points:** 5-6 (average)

Damage Bonus: -1D6; **Move:** 7.

Weapons: *Bite* 50%—see Special Rules.

Spit Poison 40%—see Special Rules.

Skills: Hide 65%, Sneak 80%.

Armour: none.

Special Rules: the cobra's venom acts as a poison with POT 2D4.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4.

Skills: Fighting d8, Notice d12, Shooting d8, Stealth d8.

Pace: 4; **Parry:** 6; **Toughness:** 2.

Special Abilities

- **Bite:** Str.
- **Poison (-2):** victims must succeed at a -2 Vigor roll or suffer from blindness as well as two levels of Fatigue caused by extreme pain.
- **Quick:** snakes are notoriously fast. They may discard any Action Card of 5 or lower and draw another.
- **Size -2:** most venomous snakes are 4-6' in length, but only a few inches thick.
- **Small:** anyone attacking a snake must subtract 2 from his attack rolls.
- **Spit:** the spitting cobra can deliver its poison via a Shooting roll and has a range of 1/2/3.

Hippopotamus

Do not be fooled by the river horse's apparent bulk and lethargy—they can easily outrun a man on dry land and have a fearsome temper; in fact, they are probably the most dangerous creature (the Mythos not withstanding) in Africa besides man. Their eyes, ears, and nostrils are set high on their enormous skulls, enabling them to remain almost entirely hidden from sight when submerged, and they tend only to leave the water at dusk to feed. Although they are herbivores, there are anecdotal tales of some hippos feasting on flesh, and their powerful jaws can easily rend creatures limb from limb.

STR 6D6+12 **DEX** 2D6 **INT** n/a
CON 4D6+6 **SIZ** 6D6+12 **POW** 3D6
SAN n/a **Hit Points:** 30

Damage Bonus: varies; **Move:** 6 walking/16 running (short distances)/10 swimming.

Skills: Glide Stealthily Through Water 80%; Tip Boat 60%.

Weapons: *Bite* 65%, damage 1D12+db.

Armour: 4 points of hide and blubber.

Habitat: freshwater lakes and rivers.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d10, Vigor d10.

Skills: Fighting d8, Notice d6.

Pace: 8; **Parry:** 6; **Toughness:** 12 (2)**.**

Special Abilities

- **Aquatic:** hippos are just as happy in the water as they are on dry land. Pace 8.
- **Armor (+2):** thick blubber.
- **Berserk:** if a hippo feels that it is threatened it will go into a berserk rage; +2 on Fighting, damage, and Strength rolls, and also gains +2 Toughness. However, its Parry is reduced by 2.
- **Bite:** Str +d8.
- **Fast:** hippos roll a d8 running die.
- **Large:** attacks against a hippo gain a +2 bonus.
- **Size +3:** a hippo is large and stocky.

OTHERWORLDLY CREATURES

Crocodile, Sacred

A sacred crocodile is one venerated in the worship of the ancient Egyptian crocodile deity, Sebek. These are much like ordinary Nile crocodiles (***Call of Cthulhu, Sixth Edition***, p.204; ***Savage Worlds Deluxe*, Chapter 7: Bestiary**), except that they are somewhat larger (sometimes growing to as much as 20ft/6m long) and display greater intelligence and awareness. They are sensitive to the desires of their god and those who serve him, and may appear to act unnaturally in order to achieve a goal (for example, attacking a boat, straying some distance from water, or pursuing one potential victim instead of an easy meal).

STR 3D6+18 **DEX** 3D6 **INT** 2D6
CON 3D6+12 **SIZ** 4D6+12 **POW** 3D6+1
SAN n/a **Hit Points:** 24 (average)

Damage Bonus: varies; **Move:** 8/10 swimming.

Skills: Glide Stealthily Through Water 80%, Hide 60%, Sneak 50%.

Weapons: *Bite* 55%, damage 1D10+db.

Armour: 5 points of hide.

Spells: none.

Habitat: Sites sacred to the worship of Sebek.

Sanity Loss: When an investigator realises this particularly large crocodile is operating with near human intelligence, it is worth a 0/1 SAN loss.

Sav **Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d12.

Skills: Fighting d8, Notice d6, Stealth d8.

Pace: 3; **Parry:** 6; **Toughness:** 14 (2).

Special Abilities

- **Aquatic:** Pace 5.
- **Armor +3:** thick hide.
- **Bite:** Str +d6.
- **Inhuman Intelligence:** the realisation of the intelligence of a sacred crocodile causes a Nausea (+1) roll in its prey.
- **Large:** attackers gain a +2 to their attack rolls.
- **Rollover:** crocodiles are notorious for grasping their prey in their vice-like jaws and rolling over and over with their victims in their mouth. If a sacred crocodile hits with a raise, it causes an extra 2d4 rollover damage in addition to its regular bite damage.
- **Size +3:** sacred crocodiles can be as much as 20ft long.

Hippos can easily outrun a man on dry land and have a fearsome temper.

Crocodile/Human Hybrid & Mummy

These strange creatures consist of a human body with a crocodile head, copying the form of Sebek and his Servants (pp.86 & 110, respectively). They are created through the magical transformation of a living human as a possible outcome of the spell Create Servant of Sebek (p.100). These hybrids move surprisingly fast, and in combat they seek to both grab and bite victims.

Hybrids also exist in a mummified form; these creatures are useful in that they can be given commands and will wait centuries for the opportunity to obey them. Although not quite as fast as their living counterparts, their long lurching strides cover the ground effectively. See p.101 for more details on creating such hybrid mummies.

CROCODILE/HUMAN HYBRID

Cth **STR** 3D6+6 **DEX** 3D6 **INT** 3D6
CON 2D6+6 **SIZ** 2D6+8 **POW** 3D6
EDU 3D6+3 **SAN** n/a

Hit Points: 14 (average)

Damage Bonus: varies; **Move:** 10.

Skills: Sneak 50%.

Weapons: *Bite* 40%, damage 1D10 +db—see Special Rules.

Grapple 60% 1D6+db.

Armour: 3 points of leathery skin.

Sanity Loss: 0/1D6 to see the creature; 1/1D8 to witness the transformation in progress.

Special Rules: Should a Grapple attack succeed, the hybrid will be able hold its victim in the next round (unless the victim succeeds in a STR vs. STR contest), enabling it to attack with its bite at an improved 80% chance of success.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6.

Skills: Fighting d8, Notice d6, Stealth d8.

Pace: 7; **Parry:** 6; **Toughness:** 8 (2).

Special Abilities

- **Armor +2:** reptilian hide.
- **Bite:** Str +d6.
- **Grapple:** if a Hybrid succeeds in immobilising a foe, its next bite attack gains a +4 bonus to attack and damage.
- **Horror +0:** anyone who sees a hybrid must succeed at a Spirit test or check the Horror Effects Table. Witnessing the creation rite of one of these terrible abominations triggers a Horror (-1) test.
- **Size +1:** Hybrids are significantly larger than a man.

CROCODILE HYBRID MUMMY

Cth **STR** 3D6+8 **DEX** 2D6 **INT** 1D6+2
CON 2D6+6 **SIZ** 2D6+8 **POW** 3D6
EDU n/a **SAN** n/a

Hit Points: 14 (average)

Damage Bonus: varies; **Move:** 8.

Skills: Sneak 50%.

Weapons: *Bite* 40%, damage 1D10 +db—see Special Rules.

Grapple 60% 1D6+db.

Armour: projectile weapons do 1 point of damage per dice. 3 point leathery skin affects all other attacks.

Sanity Loss: 1/1D6.

Special Rules: Should a Grapple attack succeed, the hybrid mummy will hold its victim in the next round (unless the victim succeeds in a STR vs. STR contest), enabling it to attack with its bite at an improved 80% chance of success. They are likely to bite a held target even if their victim is already dead or has fainted. It is difficult for them to understand the fragility of human life and, even when commanded only to hold a target, always inflict full damage.

Sav **Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6.

Skills: Fighting d8, Notice d6, Stealth d8.

Pace: 5; **Parry:** 6; **Toughness:** 10 (2).

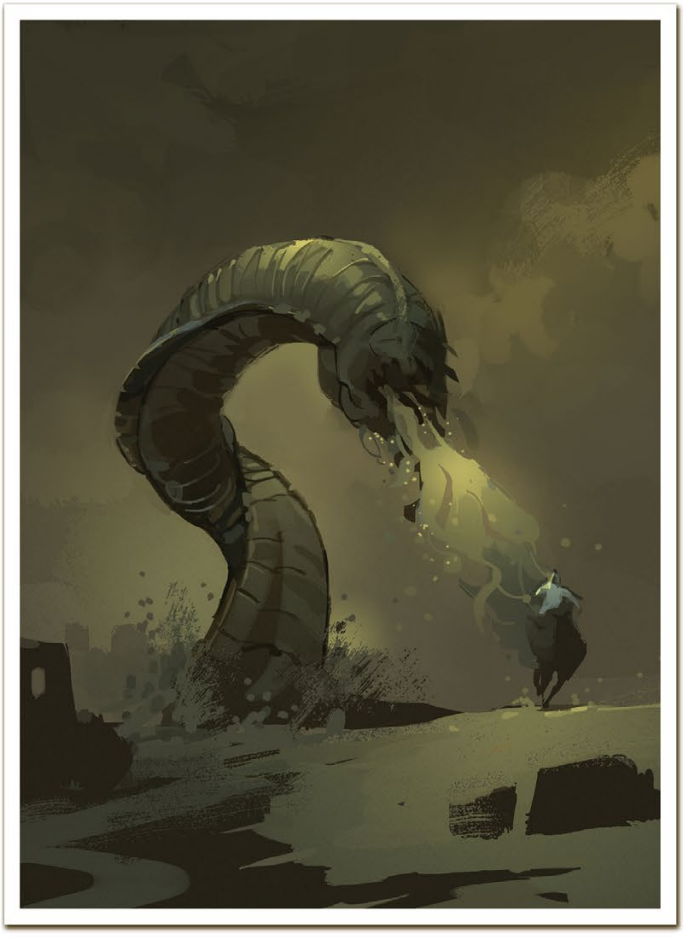
Special Abilities

- **Armor +2:** reptilian hide.
- **Bite:** Str +d6.
- **Grapple:** if a hybrid succeeds in immobilising a foe, its next bite attack gains a +4 bonus to attack and damage.
- **Horror +0:** anyone who sees a hybrid must succeed at a Spirit test or check the Horror Effects Table.
- **Size +1:** hybrids are significantly larger than a man.
- **Undead:** +2 Toughness, +2 to recover from being Shaken. Immune to disease and poison.

Dholes

Possibly related to chthonians, dholes are vast burrowing monstrosities from a far distant planet. Given the destruction they have wrought on other worlds, their appearances on Earth can be judged to have been mercifully brief. Subterranean by nature, they dislike sunlight although they show no signs of sensitivity to it.

Dholes tend to either crush their targets, or swallow them whole, leaving very little behind. Alternatively, they can spit a mucilaginous glop over a considerable distance; the volume of glop produced depends on the size of the dhole, and is roughly equivalent to 5% of the creature's SIZ in feet. Understandably, getting covered in this slimy substance both stuns and engulfs the victim and, unless he can break free, asphyxiation will occur. On top of this, the slime itself is caustic, and causes additional damage until the target can extricate himself.



Cth See pp.155-156 of the ***Call of Cthulhu, Sixth Edition*** rulebook.

Sav **Attributes:** Agility d4, Smarts d4, Spirit d12+6, Strength d12+32, Vigor d12+12.

Skills: Fighting d10, Shooting d8.

Pace: 13; **Parry:** 7; **Toughness:** 74 (12).

Special Abilities

- **Armor +12:** immense rocky hide.
- **Burrowing:** this creature can burrow through the earth at tremendous speeds.
- **Crush:** anything hit by the dhole is destroyed, including battleships, and sometimes towns and cities.
- **Earthquake:** dholes cause massive earthquakes for at least a couple of miles around their massive form as they travel through the earth.
- **Gargantuan +50:** dholes are probably the biggest thing on the planet!
- **Huge:** attackers get a +4 on their attack rolls.
- **Spit Goo:** dholes can spit an acidic goo which covers an area of several miles to a depth of several dozen feet. The chance of drowning is a very real possibility. Every round in this lake of goo inflicts 2d8 damage on man, machine, and buildings alike. This damage ignores armour.

Djinn (Greater Independent Race)

Creatures of wind and air, the djinn are an ancient race. For millions of years, they rode the solar winds between worlds until they were enslaved by a long-dead race that dwelled in the void. Using sorcery, the race lured the carefree djinn to their wondrous city before making them their slaves. A twisted and cruel people, the aliens tortured the djinn for their pleasure, both physically and mentally, and over the course of centuries, reduced the djinn from once noble spirits into the warped and demonic creatures they are now.

When their minds and bodies could take no more, the djinn finally rebelled against this enslavement and, revealing their true power, destroyed the alien sorcerers and reduced their great city to ruin. They would have returned to the cosmic winds were it not for the portals the aliens had created, one of which lead to the harsh deserts

of prehistoric Earth. Finding the fierce winds of the Earth to their liking, the djinn chose to remain in the city, which would become known as Irem of the Void (p.76). Since that day, they have soared through the skies of Irem, between its shattered pillars and through the portal into our world, giving rise to the many legends of the desert spirits of the Middle East.

Their original appearance was one of beauty and perfection, though the inhuman torture inflicted upon them has turned that beauty into something truly terrible. Physically, they are humanoid with hulking muscular frames and jet black skin, and even the smallest of their number stands over 10ft (3m) in height, towering over men. Their once beautiful faces have been transformed into cruel and leering visages of hate and madness. Their eyes, once a deep azure, are now burning orbs of crimson flecked with sparks of static.

Their minds shattered by the terrible tortures of their alien masters, the djinn are volatile and capricious in nature. One moment they are mischievous, almost playful; the next, they are murderous and savage, tearing their victims apart with malevolent abandon. They have little respect for life, even their own, though perhaps as a result of their enslavement they are fearful of magic and wary of those capable of wielding it.

Djinn are able to assume a non-corporeal form, allowing them to fly at will, and can use this to ability to pass through even the smallest opening (though this is inhibited by the presence of brass—a substance used in manacles by their alien masters to keep the djinn under their control). Being creatures of wind and air, djinn are able to summon tornados around them to blast their foes.

Cth

STR 6D6 **DEX** 3D6 **INT** 4D6
CON 6D6 **SIZ** 4D6+20 **POW** 6D6
SAN n/a **Hit Points:** 50 (average)

Damage Bonus: varies; **Move:** 10/25 flying—see Special Rules.

Weapons: *Fist* 40%, damage 1D10+db.

Stomp 30%, damage 2D6+db.

Wind blast 45%, damage 3D6 to up to 3 targets within 20ft of the djinn.

Armour: 5 points of skin.

Spells: Despite their knowledge of the universe, most djinn are suspicious of magic. Roll D100; if the result is equal to or less than the monster's INT, it knows 1D6 spells.

Sanity Loss: 0/1D8 Sanity points to see a djinn.

Special Rules: Gaseous form—djinn may assume a non-corporeal form which allows them to fly at incredible speeds and makes them impervious to physical harm. This ability costs them no Magic Points, though if they wish to carry others with them they must spend 1 Magic Point for each 6 full points of a target's SIZ in order to do so. They sometimes use this ability to transport those who interest them back to their city, but due to their capricious nature will sometimes drop their charges mid-flight (usually a fatal experience for the subject).

Mistaken Identity

Thanks, in part, to *The Book of One Thousand and One Nights* being mistranslated during its conversion from French into English, the word "djinn" in the English language has become synonymous with the word "genie", i.e. a spirit (benevolent or otherwise) who grants its master's wishes. This is a dangerous misconception, and one that has cost the lives of countless foolhardy wish-hunters over the years...

Sav

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d12, Vigor d12.

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d10.

Pace: 8; **Parry:** 5; **Toughness:** 14 (3).

Special Abilities

- **Armor +3:** iron hard, jet black skin.
- **Ethereal:** while in its gaseous form, a djinn is immune to all non-magical attacks and may also pass through any barrier which does not contain brass.
- **Flight:** in their ethereal gaseous form, djinn can fly at a pace of 20.
- **Horror -1:** seeing a djinn prompts a Spirit (-1) test. Failure causes a roll on the Horror Effects Table.
- **Large:** attacks against a djinn gain a +2 bonus.
- **Size +3:** djinn are monstrous humanoids.
- **Spells:** djinn are extremely suspicious of magic, but very rarely one may know up to 6 spells.
- **Weakness (Brass):** a brass ward or manacle prevents a djinn from becoming ethereal.
- **Wind Blast:** djinn can generate a flesh stripping blast of wind. Place a Cone Template in front of the djinn. Everyone caught in the template must make an Agility test, using the djinn's Shooting result as the target number. Failure causes the target to take 2d10 damage and also forces them to make a Strength roll (same Target Number) or be blown off his feet, tumbling to the end of the Cone Template. If he hits anything on the way, he takes up to 2d6 damage.

Great Race of Yith

A strange combination of alien intelligence and earthly body, the cone-shaped creatures of the Great Race came to be a powerful faction in earth's prehistory soon after their arrival, alongside the mi-go and Cthulhu's followers and family. Ruling from the mighty city of Pnakotus (somewhere in modern Australia), their great civilisation lasted from approximately four hundred million years ago until fifty million years ago, and covered large areas of the southern hemisphere before it was destroyed by their ancient enemies, the flying polyps.

Yithians are cerebral creatures who greatly prize intelligence. They reproduce using spores, although offspring are rare given their incredibly long life-spans.

The Great Race's major conquest is of time. A Yithian can send its mind backwards and forwards through time and space to swap consciousnesses with an interesting victim. Once exchanged, the minds remain in their respective new bodies until the Yithian decides to return home again. The Great Race have used this technique to flee from extinction on numerous occasions, but also to better study history. Under these circumstances, the target is usually a guest of the Great Race for a period of five years, during which time they are required to write down everything they know of their own era. By way of recompense, the captive is allowed to travel and commune with other targets before being returned to their own time having had their memories wiped (although usually imperfectly).

Cth See the ***Call of Cthulhu, Sixth Edition*** rulebook, pp.163-164 for details of the Great Race.

Sav **Attributes:** Agility d6, Smarts d12+6, Spirit d6, Strength d12+8, Vigor d12+6.

Skills: Fighting d6, Knowledge (All Sciences) d6, Notice d6, Shooting d6.

Pace: 7; **Parry:** 5; **Toughness:** 23 (4).

Special Abilities

- **Armor (+4):** Yithians are covered in a thick rubbery hide.
- **First Strike:** Yithians get a free attack against anyone who approaches within their reach.
- **Frenzy**: Yithians get two attacks per round with their pincers at a -2 penalty to both. These attacks may be against different targets.
- **Horror:** anyone who sees a member of the Great Race must make a successful Spirit test or roll on the Horror Effects Table.
- **Huge:** attackers get a +4 bonus to their attack rolls.
- **Lightning Gun:** 2d8, 15/30/60, Shots 32, RoF 3, Auto. If the Yithian rolls a 1 on both his Shooting and Wild Die, the gun explodes, doing 2d10 damage in a Medium Burst Template.
- **Pincers:** Str+d6, Reach 4.
- **Size (+8):** the cone shaped body of a Yithian is 10 feet high, with a 10 foot wide base.

Servant of Sebek

A monstrous figure, humanoid but with bright green crocodile skin over its entire body and a giant crocodilian head, a servant of Sebek is the image of its master. Servants of Sebek can speak the languages of all those whose lives contributed to its creation; it does so through a modulated gurgle at the back of its throat. It can swim at 20mph (32km/h), hold its breath under water for up to half an hour while moving at walking pace, and for 3 hours without moving. Servants of Sebek can summon, at no cost, 2-8 normal crocodiles and any sacred crocodiles within the immediate vicinity to do their bidding.

Cth

STR 40	**DEX** 16	**INT** 14
CON 50	**SIZ** 18	**POW** 21
SAN n/a	**Hit Points:** 34	

Damage Bonus: +3d6; **Move:** 10 walking/16 swimming.

Skills: Sneak 35%, Read Hieroglyphics 75%.

Weapons: *Bite* 40%, damage 1D10 + automatic Grapple in subsequent rounds

Claw 30% 1D6+db.

Armour: 4 points of thick skin.

Spells: Contact Sebek, Dominate, Dread Curse of Azathoth, Flesh Ward, Voorish Sign.

Sanity Loss: 1/1D8 to see a servant of Sebek. To hear its voice for the first time costs 0/1 SAN.

Sav **Attributes:** Agility d10, Smarts d8, Spirit d12+2, Strength d12+4, Vigor d12+6.

Skills: Fighting d6, Knowledge (Hieroglyphics) d10, Knowledge (Mythos) d12, Notice d6, Stealth d6.

Pace: 8; **Parry:** 5; **Toughness:** 14 (2).

Special Abilities

- **Aquatic:** swimming pace 12.
- **Armor +2:** crocodilian hide.
- **Bite:** Str+d8. If the servant gets a raise on its Fighting roll, it triggers the Worry ability.
- **Claw:** Str+d6.
- **Horror -1:** seeing a servant of Sebek prompts a Spirit (-1) test. Failure causes a roll on the Horror Effects Table.
- **Size +1:** servants of Sebek are as big as the most muscular of men.
- **Spells:** servants of Sebek know the following spells: *contact Sebek* (p.99), *dominate*, *dread curse of Azathoth*, *flesh ward*, *voorish sign* (p.103).

- **Summon Crocodiles:** as an action, a servant can summon 2d4 crocodiles, and any sacred crocodiles which are in the immediate vicinity.
- **Voice of Sebek:** hearing the voice of a servant of Sebek for the first time prompts a Nausea test.
- **Worry:** the servant automatically does Str+d8 damage each round until the victim succeeds at an opposed Strength roll. If the victim rolls a 1 on his Strength die (no matter what the Wild Die reads) he breaks away, but takes 2d8 damage in the process.

Sand Dwellers

Sand dwellers are an ancient but minor Mythos race that exists in various deserts around the world. They are anthropoid, resembling a large and emaciated hairless bear, their thick skins coated in local sand. They are capable of burying themselves very rapidly and effectively in sand with a shuddering motion that removes any tell-tale tracks from the vicinity. This permits them to ambush prey with great effectiveness, bursting up out of the desert almost from under the feet of their victims.

Few Mythos tomes mention them or record the spells that can be used to contact them. If they are successfully entreated, sand dwellers appear with great reluctance and are treacherous allies. If possible they prefer to avoid all interaction with mankind, whose technology and population growth is the greatest threat to their existence.

It is possible that sand dwellers are the last vestiges of biological tampering by the Great Race of Yith (p.110) or of an alternate and stunted evolutionary path. Their biology is silicon-based and, therefore, precludes the possibility of forming hybrids with humanity. If males and females exist, there is no apparent difference in stature or rank between the two. Although the exact details of their lives are shrouded in mystery, it is believed that their society is organised along tribal lines with elders and shaman who may survive to a great age by human standards (up to 400 years).

> They resemble a large, emaciated hairless bear, their thick skins coated in local sand.

There have been numerous encounters between sand dwellers and humanity in the past (mostly remembered as legend), but little sustained contact. Their home, the sand desert, is already hostile to man and it is their best defence. In Arabic, sand dwellers are known as "the clawed ones"; they are much feared and, for this reason, little discussed.

Saharan Senussi tribesmen (p.14) are the only group with any verifiable folk knowledge about this race.

Sand dwellers have a verbal language of hoots, grunts, and howls, and there is evidence that they may use simple pictographs and glyphs to communicate as well. Some have managed to learn local human languages in order to "listen in" on their surface-dwelling neighbours, and there are stories of them disguising themselves in desert costume for the purpose of tricking and confusing intruders in their domain (though even loose-fitting clothing cannot fully conceal the inhuman articulation of their limbs). The sand dwellers' most effective weapons against humanity are not deception and confusion, however, but magic and their knowledge of the Mythos. Among the spells known in sand dweller traditions are those that generate blinding and landscape-shifting sandstorms. In the Sahara, they have maintained and enhanced the spread of the desert by utilising, and (some say) even "farming", alien entities known as colours out of space; feeding them humans and enabling the creatures to reproduce and return to space.

The Italian invasion of Kufra in 1931 casts a lot of refugees into the desert, some of whom are preyed upon by sand dwellers (though the Senussi shoulder the blame), and in 1935, Nazi explorer and anthropologist Otto Lustgarten makes contact with sand dwellers in western Egypt (see p.98 for further details).

For game statistics, see ***Call of Cthulhu, Sixth Edition***, p.170 [Cth]/*Acthung! Cthulhu; the Keeper's Guide to the Secret War*, pp.230-231 [Sav].

CHAPTER 11

Friend and Foe

"It is us today. It will be you tomorrow."
- Haile Selassie

There are many different people the investigators may meet on their journey across the Dark Continent and the Middle East. This chapter provides an overview of some of the key historical figures in the North African Theatre, as well as a host of ready-made NPCs for the Keeper to use as and when necessary.

Tone

As discussed by Kenneth Hite in his article "Sympathy for the Devil" (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.16-17), it is important to remember that those involved in the war in Africa and the Middle East are not cartoon monsters, but flesh and blood human beings. They are motivated by greed, pain, fear, and a myriad of other emotions that are far from alien, even though the actions these feelings result in can be hard to comprehend. The Mythos is drawn to darkness and horror, and those who are desperate enough will use any means to accomplish their aims, but it is important to remember that it is vicissitudes of man that push the war forward.

VERY IMPORTANT PEOPLE

Major political and military figures for Britain, France, Germany, and the United States have already been discussed in *Achtung! Chtulhu: the Keeper's Guide to the Secret War*, pp.244-247, such as Dwight D. Eisenhower and Charles de Gaulle. Although several of the people mentioned in this section have already made their names elsewhere in the war, or go on to cement their reputations on the battlefields of Western Europe, they are particularly associated with the Desert Campaign, and so are included here. Some, such as William Slim and Orde Wingate, are discussed in *Achtung! Cthulhu: the Guide to the Pacific Front* because they are more famously linked with that theatre, even though their initial successes are in Africa.

As before, no game statistics are provided for these movers and shakers—if the investigators should be lucky (or unlucky) enough to encounter them, then they are able to do whatever the plot requires of them.

The British

HAROLD ALEXANDER

Harold Rupert Leofric George Alexander (1891-1969). Born with a silver spoon in his mouth, Alexander (the third son of the Earl of Caledon) is educated at Harrow before entering the Royal Military College, Sandhurst. He serves with distinction with the Irish Guards during World War One, and in the run up to World War Two, sees service in India before taking command of the 1st Infantry Division back in Britain. His men cover the British Expeditionary Force's (BEF) evacuation from Dunkirk; Alexander himself is on the last destroyer to leave, having ensured all British troops have been evacuated. He serves in the Burma campaign between February and July, 1942, before being redeployed to Egypt as a replacement for Claude Auchinleck. Following the North Africa campaign, he is part of the Allied invasion of Italy, and receives the German surrender there in April, 1945. The one true blot on his otherwise exemplary military record is the bombing of Monte Cassino, Italy, in February, 1944.

CLAUDE AUCHINLECK

Claude John Eyre Auchinleck (1884-1981). Also known as "the Auk", this colonel's son from Aldershot joins the Indian Army following his graduation from Sandhurst, serving across the country and learning as much as possible about his adopted home. Auchinleck serves with distinction during World War One in the Middle East against Turkish forces, before returning to India. He is reassigned to lead the Anglo-French Norwegian campaign in May, 1940; after the campaign's failure, he returns once more to India. He ships troops from India to Iraq to take part in the Anglo-Iraqi War of May, 1941, before swapping roles with Archibald Wavell and assuming command in North Africa and the Middle East. After initial successes in 1941-42, a series of defeats at Erwin Rommel's hands see Auchinleck lose the confidence of his officers and he is replaced by Harold Alexander (p.112). He returns once more to India to become Commander in Chief (C-in-C) of the Indian Army, with responsibility for internal security (and where his talents are more appreciated by those under him).

BERNARD MONTGOMERY

Bernard Law Montgomery (1887-1976). Raised in Tasmania, where his father was stationed as Bishop, the somewhat wild and bullying Montgomery is educated in England and is almost expelled from Sandhurst for behaviour unbecoming. Shot in the lung by a sniper during World War One, he nevertheless returns to active duty and sees service at Passchendaele. Between the wars, he is involved in quelling uprisings in Ireland and Palestine. The beginning of World War Two sees him as a member of the BEF; his remarks concerning various BEF commanders see him temporarily demoted. In April, 1941, he becomes responsible for the defence of Kent, gaining a formidable reputation for not suffering fools gladly and firing any officer who fails to meet his exacting standards. Clad in his trademark black beret, his arrival in North Africa in 1942 re-energises the floundering campaign. Briefly involved in the campaign to take Italy, Monty is reassigned to the Normandy Offensive, where he once more faces his old adversary, Rommel.

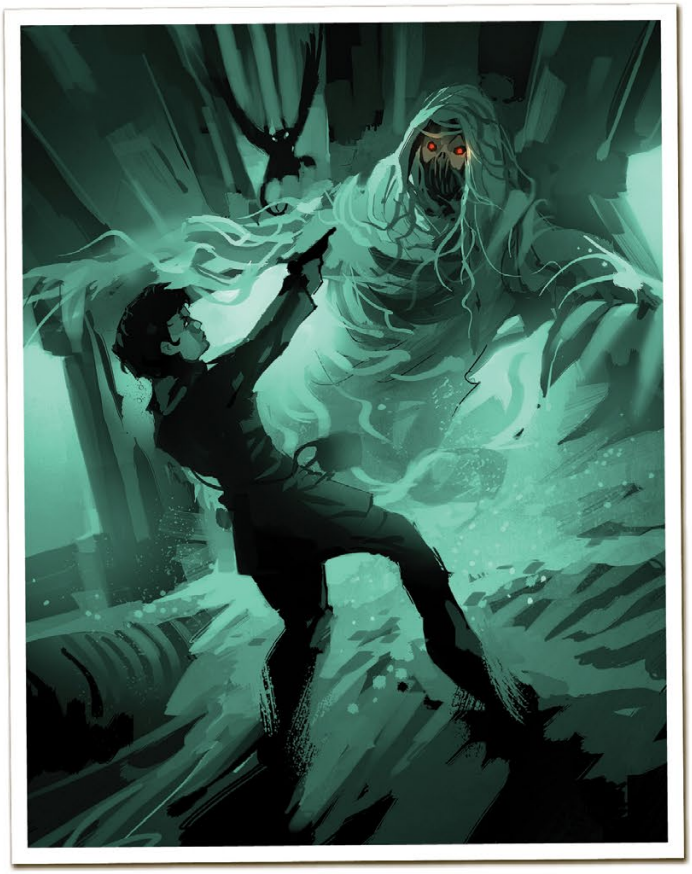
ARCHIBALD WAVELL

Archibald Percival Wavell (1883-1950). Another alumnus of the Royal Military College, Sandhurst, Wavell joins the Black Watch upon graduation and serves in the Second Boer War. He is arrested in 1913 on the Polish-Russian border as a suspected spy, having spent time with the Russian Army as an observer, and loses his left eye during the Second Battle of Ypres in 1915. At the end of World War One, Wavell finds himself in Palestine before joining the War Office. In the early 1930s, he serves briefly as Aide-de-Camp to King George V, and becomes the head of Middle East Command in 1939. Despite a shaky start against Italian aggression in North and East Africa, Wavell successfully mounts a counteroffensive, but is hamstrung by Churchill's decision to send the largest part of his army and armour to Greece (p.7). He suffers further misfortune after his transfer to India, overseeing the ailing Burma campaign. He is once again replaced by Alexander as a C-in-C, (this time of India as opposed to the Middle East), and sees out the war as Governor General and Viceroy of India.

The French

HENRI GIRAUD

Henri Honoré Giraud (1879-1949). Captured by the Germans having been left for dead on the battlefield in 1914, the dashing Captain subsequently escapes captivity by pretending to be a member of a travelling circus. Between the wars he serves in Constantinople (Istanbul) and Morocco, as well as teaching at the École de Guerre in his home city of Paris. Giraud is captured again by the Germans in May, 1940, as they advance through the Ardennes, and he is interred in the high security Königstein Castle, close to Dresden. Two years later, he mounts a daring escape and makes it back to what is now Vichy France via Switzerland. Although he fails to convince Marshal Pétain to reject Nazi Germany, the French do not hand him back to his former captors (although Himmler does order the *Gestapo* to assassinate him at one point). He negotiates with the Americans regarding Operation Torch, though loses out to François Darlan in terms of overall leadership in the aftermath of the invasion



(something which is soon "set right" following Darlan's assassination). He becomes co-president of the Free French Forces in early 1943 with his former pupil de Gaulle, though he sacrifices this later that same year as a result of several autonomous and not very popular actions.

Gifted with a technical mind, young Rommel toyed with becoming an engineer.

JACQUES LECLERC

Philippe François Marie de Hauteclocque (1902-1947). The son of the *comte de* Hauteclocque graduates from the military academy of Saint-Cyr and joins the French Army as a captain. He flees to London after the Fall of France in June, 1940, taking on the name Jacques-Philippe Leclerc to protect his family. Sent to French Cameroon by de Gaulle in the late summer of 1940, Leclerc rallies the leaders of the French Congo and French Equatorial Africa before capturing the Vichy-supporting Gabon. He subsequently sees action in Chad, Tunisia, and Libya, joining up with British and US forces back in Tunisia again in late 1942. Leclerc leads Free French troops in the liberation of Paris in August 1944.

Photo: Zwilling, Ernst A. — *Nordafrika, Generalfeldmarschall* Erwin Rommel, June, 1942 — Bundesarchiv, Bild 146-1977-018-11A / Zwilling, Ernst A. / CC-BY-SA

MAXIME WEYGAND

Maxime Weygand (1867-1965). Of uncertain parentage (although potentially the illegitimate offspring of the nobility, if not royalty), Weygand is reticent to speak of his childhood. After graduating from the military academy at Saint-Cyr, he works his way up through the ranks of the French Army, serving as Marshal Ferdinand Foch's chief of staff. In fact, it is Weygand who reads out the declaration of armistice in the infamous railway carriage at Compiègne in November, 1918 (the *Investigator's Guide*, p.6 and the *Keeper's Guide*, p.4). After stints in Poland and the Middle East, he returns to France to become (amongst other things) Chief of Staff of the French Army, a position he retains until his retirement in 1935. Called back to military service with the outbreak of war, he oversees the French retreat at Dunkirk, and pushes for France to sue for peace with Germany. After a falling out with then Prime Minister, Pierre Laval, he is sent to Algeria before being recalled to France at the "request" of the Germans (who mistrust him despite his enthusiastic internment of Jews and Communists). Retiring again in 1942, Weygand is once more recalled by Pétain after Operation Torch, whereupon he promptly advises him to declare war on Germany and gets himself arrested and imprisoned by the SS for his troubles.

The Germans

HANS-JÜRGEN VON ARNIM

Hans-Jürgen Bernhard Theodor von Arnim (1889-1962). Born into a Prussian military family, it is almost inevitable that von Arnim joins the German Army, reaching the rank of Major General shortly before World War Two breaks out. He fights first in Poland and France before being given a *Panzer* division and transferred to the Eastern Front under the command of Heinz Guderian. In November, 1942, he is transferred to Erwin Rommel's command in North Africa, taking control of the *Afrika Korps* from March, 1943, when Rommel is recalled to Europe. He is captured by the British Indian Army in May, 1943, and spends the rest of the war as a British POW.

ERWIN ROMMEL

Erwin Johannes Eugen Rommel (1891-1944). Gifted with a technical mind, young Rommel toyed with becoming an engineer before joining the armed forces. His service in Italy during World War One sees him awarded the *Pour le Merité* (also known as the Blue Max), Germany's highest honour for bravery, and identifies his flair as a martial tactician. After a stint teaching and writing military training manuals, Rommel works with the Hitler Youth before returning to military duty and accompanying Hitler as the commander of his protection battalion. He remains at Hitler's side until February, 1940, when he is given the 7th *Panzer* Division (nick-named the Ghost Division for its exploits under his command). His posting is a surprising one, as he is best

known as an alpine expert; however, he soon confounds his doubters with lightning victories across the Low Countries and France.

Transferred to North Africa in 1941 at the head of the *Deutsches Afrika Korps*, he quickly earns his nickname of the Desert Fox from British journalists. Eventually, hampered by supply issues, illness, and an unwillingness to needlessly sacrifice his men, he is replaced in Africa and sent to Italy, before taking control of the defence of the *Atlantikwall*. Badly hurt in a crash when his car is strafed by a Spitfire, Rommel is forced to commit suicide whilst recuperating from his injuries after he is implicated in the July, 1944 plot to kill Hitler.

The Italians

ITALO GARIBOLDI

Italo Gariboldi (1879-1970). After serving with distinction in the Italian's Libyan campaign during World War One, Gariboldi finds himself on the commission dealing with the fraught topic of the Italian-Yugoslavian border. He re-emerges on the military front during the Second Italo-Abyssinian War (p.5) in 1935, becoming the governor of Addis Ababa and East African Chief of Staff. He takes on the governorship of Libya after Rudolfo Graziani's resignation in 1941, but finds himself relocated to Russia in 1942 after a series of disagreements with Rommel. Awarded the Iron Cross by the Germans for his role in the Eastern Front campaign, he is nevertheless arrested and sentenced to death as a traitor when the Italians surrender to the Allies. He is freed by the Allies in late 1944.

RUDOLFO GRAZIANI

Rudolfo Graziani, 1st Marquis of Neghelli (1882-1955). Ignoring his family's wishes, young Graziani joins the Italian military, rising to become the youngest colonel in the Royal Army (*Regio Esercito*) before being forced into a period of hiding as a civilian merchant after finding himself on a communist death list after World War One. He first sees service in North Africa during the Great War, and is recalled to Libya from hiding as a result of increased Senussi raiding activity. Fluent in Arabic, he is appointed by Benito Mussolini himself to be Governor of Cyrenaica, where he earns the nickname "Butcher of Fezzan" for his ruthlessness in dealing with the renegade Bedouins. After his success, Graziani is relocated to Italian Somaliland and takes part in the Second Italo-Abyssinian War, becoming Viceroy of Italian East Africa and a Marshal of Italy as a reward. After Italo Balbo's death in June, 1940, he becomes Governor of Libya again. His failed attempts to capture Egypt see him fall out of favour with Mussolini, and he is replaced by Gariboldi in March, 1941. Graziani is the only Marshal to side with Mussolini after the Italians sue for peace with the Allies, and serves under him in the puppet Salò regime (the *Keeper's Guide*, p.12).

BENITO MUSSOLINI

Benito Amilcare Andrea Mussolini (1883-1945). The son of a poor blacksmith with revolutionary tendencies, Mussolini moves to Switzerland in 1902, working briefly as a stonemason before becoming involved in socialist politics. He returns to Italy in 1904 after being granted an amnesty for avoiding military service, and joins the Bersaglieri for two years. Afterwards, Mussolini returns to teaching and journalism, all the while rising to become one of Italy's most notable socialists. He is expelled from the Italian Socialist Party in 1914 as a result of his opinions on World War One, and develops his fascist credo and proto-party soon afterwards. His service in World War One is undistinguished and largely plagued by injury and illness. By 1921, he has established the National Fascist Party, and leads the March on Rome in October, 1922, after which he is given power by King Victor Emmanuel III.

From then on, Mussolini rules Italy with an iron fist, making the country a one party state and assassinating political rivals and dissenters. He assumes the title of dictator in 1925, at the head of what can only be described as a cult of personality. During the 1930s, his conquests in Africa, support of General Francisco Franco in Spain, and ever closer ties with Hitler all serve to push Italy into joining Germany as part of the Axis, even though the country is woefully unprepared for the war that follows. One disastrous campaign after another eventually forces Mussolini's former colleagues to topple him from power, although he is rescued by Otto Skorzeny and set up as the head of the Italian Social Republic. He is captured by communist partisans with his mistress in April, 1945, as they attempt to escape to Spain via Switzerland, and is executed the next day.

Others

OMAR BRADLEY

Omar Nelson Bradley (1893-1981). Raised in poverty in Missouri, Bradley gains entrance to West Point Military Academy after passing the entry exam with flying colours; the stars fell right for his graduation class in 1915, as almost sixty of them attain the rank of general over the intervening years. Sent to defend copper mines in Montana, Bradley misses out on European deployment during World War One. For much of the period between the wars, Bradley is either studying or training. In 1941, he is given command of Fort Benning before receiving his first front-line command in February, 1943, in North Africa; initially he acts as an on-the-spot trouble shooter for Dwight D. Eisenhower, but eventually leads the Second Corps in both Africa and Italy. He assumes command of the American First Army for the D-Day landings in Normandy; despite his nickname of "the GI General" (courtesy of American journalist Ernie Pyle), his quiet, restrained leadership style is the direct opposite to that of his more flamboyant comrade, George S. Patton.

KING FAROUK I OF EGYPT

Farruq al-Awwal (1920-1965). The son of King Fuad and part of the Muhammad Ali Dynasty, Farouk is a spoiled child. Sent to the Military Academy at Woolwich for training in 1935, he becomes known as Prince Freddy, but is forced to return to Egypt upon his father's death in 1936. An extravagant man, the King likes to party and indulge himself, taking whatever he wants (even, allegedly, stealing Winston Churchill's pocket watch) and behaving in a generally scandalous manner (indeed, the King is known to have quite the pornography collection). His extravagance does not sit well with the Egyptian people in a time of war, and he is viewed with suspicion by the Allies for his pro-Nazi sympathies. The British force him to install a prime minister of their choosing in 1942, which does little to improve Egyptian feelings towards their Imperial occupiers.

BERNARD FREYBERG

Bernard Cyril Freyberg (1889-1963). A champion swimmer, Freyberg is born in London but raised in New Zealand after his family emigrate there when he is still a small child. Hearing of the outbreak of World War One while reportedly fighting in the Mexican Civil War, he immediately travels to Europe and signs up, serving in the Gallipoli campaign and earning the Victoria Cross for his bravery. Forced to retire from his military career in 1937 due to a heart condition, he nevertheless manages to engineer a reinstatement for overseas service in command of the 2nd New Zealand Expeditionary Force at the outbreak of hostilities, becoming a very popular commander amongst his men. He is involved in campaigns in Crete, North Africa, and Italy, where he presides over the Monte Cassino debacle. He is injured in a plane crash in September, 1944, but quickly returns to oversee the end of Kiwi operations in Italy.

Where Are the Wild Cards?

Very few of the stat blocks listed in this chapter have been given the Wild Card designation, but this does not mean that you cannot do it yourself. Need a sinister and mysterious museum director to menace the heroes for a while? Well, putting the Wild Card designator on the Arabic Museum Director goes a long way towards making them a threat to the heroes. How about a treacherous Foreign Legion Trooper? Again, the Wild Card designator may be all you need.

Wild Cards are used for the NPCs who are important or memorable to the scenario, the leaders and shakers, and should not be used on the mooks and thugs. Extras give the heroes a chance to shine and mow down large numbers of Nazis or cultists.

HAILE SELASSIE

Tafari Makinnen Woldemikael (1892-1975). Son of the Governor of Harar, *Lij* ("Child") Tafari traces his descent from King Solomon and the Queen of Sheba. He succeeds his father as Governor of Harar in around 1910, and becomes Crown Prince in 1916 after the death of the Emperor Menelik II and the deposition of the heir, Iyasu (after his conversion to Islam). In 1924, he tours Europe, Egypt, and the Levant, having secured Abyssinia's entry into the League of Nations the previous year by promising to abolish slavery. After a failed attempt to oust him from power, he is crowned *Negus* (King) in 1928, and becomes Emperor Haile Selassie I two years later. Driven from his country into exile by Italian armed forces, he settles briefly in Jerusalem before arriving in Bath, England in 1936 after an unsuccessful appeal to the League of Nations for intervention against Italy. A constant and vocal anti-fascist campaigner, his troops (alongside those of Gideon Force) retake Abyssinia in 1941. Restored to power, he continues his attempts to modernise his country, with varying degrees of success.

THE CIVILIAN SUPPORTING CAST

The example NPCs that follow are designed to be multi-purpose, and of use in more than one situation. The Keeper should feel free to change them as necessary to fit the style of his group's gameplay, or use them as a source of inspiration for the types of characters that are likely to be encountered in this theatre of the war.

ANTIQUITIES DEALER

Tall and slow moving, with curly white hair and heavily tanned and wrinkled skin, the antiquities dealer wears a white or cream suit at every opportunity and is very conscious of his status. While apparently stately and respected, he is, in reality, a nasty piece of work, cognisant and respectful of the Mythos, but interested in serving only his own greed and desires. He knows the right officials to bribe and blackmail, and also has clandestine dealings with grave robbers. If he hears rumours of powerful occult artefacts, he seeks to acquire them and sell them to the highest bidder; the principle of profit far exceeds any sense of patriotism he might once have had. If individuals seek to embarrass him with the authorities, he can (and will) play dirty. This might range from having them beaten up by local thugs (p.120) to Mythos-based revenge. However, if he can discomfort them indirectly with little risk to himself (for example making their location known to an enemy) he will do so. He is contemptuous of the Axis invasion of Egypt, but will certainly not stick his neck out to help prevent it.

STR 11	**DEX** 11	**INT** 16	**CON** 10
SIZ 12	**APP** 10	**POW** 15	**EDU** 18
SAN 65	**Hit Points:** 11		

Damage Bonus: none.

Skills: Art (any appropriate) 75%, Bargain 80%, Craft (any appropriate) 50%, Conceal 55%, Cthulhu Mythos 10%, Folklore 60%, History 40%, Library Use 60%, Occult 40%, Persuade 60%, Psychology 30%.

Language Skills: Own 90%, Arabic 50%, English/French 45%, Greek 35%.

Weapons: *Swordcane* (Melee Weapon—Sword) 45%, damage 1D6, atts 1, base range touch.

Spells: Contact Djinn, Summon/Bind Byakhee (or others, at the Keeper's discretion).

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d6, Investigation d8, Knowledge (Arabic) d8, Knowledge (English) d6, Knowledge (Folklore) d8, Knowledge (French) d6, Knowledge (Greek) d6, Knowledge (History) d6, Knowledge (Mythos) d4, Knowledge (Occult) d6, Knowledge (Psychology) d6, Persuasion d12, Stealth d8, Streetwise d8.

Charisma: -2; **Pace:** 4; **Parry:** 7; **Toughness:** 5; **Sanity** 5.

Hindrances: Lame, Mean.

Edges: Block, Connections (Underworld), Investigator.

Gear: *Sword Cane* (Str+d4, +1 Parry).

Special Abilities

- **Spells:** The antiques dealer knows *contact djinn, summon/bind byakhee* or others at the Keeper's discretion.

ARABIC MUSEUM DIRECTOR

This important administrator is Head of the local Museum of Antiquities. He is relatively young and energetic, tall and angular, with considerable amounts of dark brown hair. He dresses smartly and expects to be treated with respect, having ridden to prominence on the strength of a new policy preventing the wholesale looting of his country's historic artefacts. Politically he is inclined towards national independence and shows little interest in pan-Arabic or Islamic alliances.

He has experienced all degrees of colonial racism, from inferential to overt, both at home and on secondment to European museums. A rationalist, he is impatient with the occult and knows nothing of the Cthulhu Mythos. Persuaded of the existence of the Mythos by convincing evidence, he could be a useful ally, as long as it is clear to him that the threat is to his country and not just to its current colonial rulers.

STR 11 **DEX** 14 **INT** 17 **CON** 11
SIZ 13 **APP** 14 **POW** 14 **EDU** 18
SAN 70 **Hit Points:** 12

Damage Bonus: +1D4

Skills: Astronomy 40%, Archaeology 55%, Electrical Repair 30%, History 60%, Library Use 70%, Occult 20%, Persuade 40%, Photography 20%, Psychology 20%, Ride Camel 20%, Spot Hidden 35%.

Language Skills: Own 90%, English 80%, Ancient Greek 35%, Hieroglyphics 40%.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Skills: Investigation d8, Knowledge (Ancient Greek) d6, Knowledge (Archaeology) d8, Knowledge (English) d10, Knowledge (Hieroglyphics) d6, Knowledge (History) d8, Knowledge (Occult) d4, Knowledge (Psychology) d4, Notice d6, Persuasion d6, Repair d6, Riding d4.

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity** 6.

Hindrances: Curious, Vow (National Independence).

Edges: Charismatic, Connections, Scholar (Archaeology, History).

Gear: none.

BEDOUIN TRIBAL CHIEF

The patriarchal leader of a nomadic group, all of whom are related to him, at least by marriage. During visits by outsiders, no women are visible at all until food is served, when they appear offering goat stew on brass plates with flat bread. The chief always seeks to trade for advantage, but might take pity on anyone desperate for help. His group only has a small number of camels in excess of their needs at present, but does have a broken Italian radio and a fully loaded officer's Beretta pistol available to trade. Should investigators steal from, cheat, or otherwise betray this group's hospitality, they will seek revenge quite determinedly for this slight to their values.

STR 14 **DEX** 11 **INT** 14 **CON** 14
SIZ 11 **APP** 9 **POW** 13 **EDU** 13
SAN 65 **Hit Points:** 13

Damage Bonus: +1D4.

Skills: Bargain 60%, Folklore 20%, Melee Weapon (Knife) 55%, Navigate (Desert) 70%, Persuade 20%, Ride Horse/Camel 50%, Sabotage 20%, Survival (Desert) 70%, Tactics 30%, Track 70%.

Language Skills: Arabic (Own) 65%, English 20%.

Weapons: *Berthier Modèle 1892 M16 Carbine* (Rifle) 50%, damage 2D6+2, atts ½, base range 90 yds.

Sav **Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Fighting d8, Knowledge (Battle) d6, Knowledge (Demolitions) d4, Knowledge (English) d4, Knowledge (Folklore) d4, Knowledge (Navigation) d8, Riding d8, Shooting d8, Persuasion d8, Survival d8, Tracking d8.

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity** 6.

Hindrances: Illiterate, Outsider, Vengeful.

Edges: Born to Ride, Charismatic, Command, Command Presence, Common Bond, Leader Of Men, Noble, Tactician, Water Diviner.

Gear: *Knife* (Str+d4), *Berthier Modèle 1892 M16 Carbine* (15/30/60, 2d6, Shots 5, Semi-Auto).

He disdains the fez as old-fashioned and has begun to follow American clothing trends.

BUSINESS TYCOON

The war has disrupted the normal course of business and the regular pre-war flow of trade. Those who can adapt, survive, and prosper. This businessman, by birth part Syrian, part Yemeni, is the child of a prosperous butcher who supplied meat to passing ships in Aden. Sent to Cairo for a superior education, he has settled at the centre of the Arab world, trading shrewdly and effortlessly. Currently he does business on a vast scale with the quartermasters of the British Army. Occasionally they bridle at his prices, and they have tried numerous ways to get around him, but he always returns to the position of key player by getting hold of the commodities his rivals need. He is far too good a businessman to use intimidation or blackmail, but bribery is endemic and, with certain refinements, is understood everywhere.

Well built, with a large belly expertly concealed by expensively tailored suits, he is black-haired and moustached. He disdains the fez as old-fashioned and has begun to follow American clothing trends, and if he has a weakness it is vanity. His compounds in Cairo and Alexandria are rather ostentatious; his Alexandrian penthouse is heavily influenced by the late 1930s Hollywood films he sees in private screenings before they are dubbed for his cinema chain. He is not ashamed of his upbringing—he can buy and sell most Arabic royalty—but he is inordinately pleased when the leaders of the British establishment in Egypt acknowledge him. Important to the war effort, this man can enlist high ranking support to question and suppress anyone making his business activities difficult.

Cth

STR 12	**DEX** 10	**INT** 13	**CON** 12
SIZ 14	**APP** 12	**POW** 16	**EDU** 16
SAN 80	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Accountancy 40%, Bargain 80%, Credit Rating 70%, Drive Automobile 45%, Fast Talk 60%, Melee Weapon (Knife) 55%, Persuade 60%, Psychology 40%.

Language Skills: Arabic (Own) 80%, English 60%, French 40%.

Weapons: *Webley .38/200 Service Revolver* (Handgun) 35%, damage 1D10, atts 2, base range 15 yds.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6.

Skills: Driving d6, Fighting d8, Knowledge (English) d8, Knowledge (French) d6, Knowledge (Psychology) d6, Persuasion d10, Shooting d6.

Charisma: -1; **Pace:** 5; **Parry:** 6; **Toughness:** 6; **Sanity** 7.

Hindrances: Greedy, Habit (Vanity), Obese.

Edges: Connections (British Quartermasters), Connections (Underworld), Rich.

Gear: *Webley .38/200 Service Revolver* (2d6+1, 12/24/48, Shots 6, Revolver).

EGYPTIAN WHEELER DEALER

Rotund and sweaty, with greying hair, small eyes, and an opportunistic grin of greeting, this "businessman" is positively small time. The product of a (bigamous) marriage between a British sergeant and an Egyptian woman, he makes a great deal of his British citizenship, though he sometimes finds it difficult to enter the best "European" establishments. He can be very useful, however, with his street level knowledge of bars, clubs, and brothels. He can be encountered running tours for unsuspecting tourists, as a small scale antiquities dealer, as a pawn-broker, a receiver of stolen goods, a black marketer, a con-man or sneak thief, an informer or an information peddlar, as the Keeper requires.

Cth

STR 14	**DEX** 10	**INT** 13	**CON** 12
SIZ 10	**APP** 9	**POW** 10	**EDU** 15
SAN 50	**Hit Points:** 11		

Damage Bonus: none.

Skills: Bargain 45%, Conceal 35%, Drive 35%, Fast Talk 50%, Forgery 35%, History 40%, Locksmith 35%, Mechanical Repair 30%, Persuade 20%, Psychology 30%, Scrounge 45%, Spot Hidden 35%, Sneak 40%.

Language Skills: English (Own) 75%, Arabic 60%.

Weapons: *Knife* (Melee Weapon—Knife) 55%, damage 1D6, atts 1, base range touch.

Sav

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d6.

Skills: Driving d6, Knowledge (Arabic) d8, Knowledge (Area) d8, Knowledge (History) 40%, Knowledge (Psychology) d6, Lockpicking d6, Notice d6, Persuasion d8, Repair d6, Stealth d6, Streetwise d8.

Charisma: -3; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity** 5.

Hindrances: Greedy, Habit (Sweats constantly), Outsider.

Edges: Alertness, Quick, Scrounger.

Gear: *Knife* (Str+d4).

EUROPEAN EGYPTOLOGIST

Claiming to be a Belgian citizen in exile who became trapped in Egypt when the war started, this dark haired, tall, lean, and good-looking chain smoker is, in fact, a Nazi spy. He is regarded with suspicion by the authorities but no overtly hostile acts have been detected. His manner is suave and plausible, but he can convincingly perform the role of a gentleman down on his luck if needs be. To support himself, he offers tours to visitors, picking up occasional snippets of information from loose lips. He knows Cairo well, but could have recently moved to Alexandria, ostensibly to look for the remains of the Pharos Lighthouse, the Great Library, or various pagan temples. He bemoans what the Rexists (a Belgian nationalist party) are doing in his country until the listener wonders why he has not been recruited (or volunteered) for the Resistance. He happily offers to provide his translational services but will give partial or twisted renderings if it suits him, though not usually the first time he is asked, in case the party checks his work against someone else's. His espionage and occult connections are at the Keeper's discretion.

Cth

STR 15	**DEX** 13	**INT** 17	**CON** 12
SIZ 13	**APP** 13	**POW** 14	**EDU** 17
SAN 67	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Astronomy 20%, Archaeology 55%, Cthulhu Mythos 03%, Drive Automobile 45%, Espionage 40%, Folklore 60%, History 60%, Library Use 60%, Mechanical Repair 30%, Occult 40%, Persuade 20%, Psychology 30%, Ride Camel 25%, Sabotage 35%, Spot Hidden 45%, Survival (Desert) 25%.

Language Skills: Flemish (Own) 85%, Arabic 40%, English 55%, Hieroglyphics 20%.

Weapons: *Webley .38/200 Service Revolver* (Handgun) 35%, damage 1D10, atts 2, base range 15 yds.

Spells: Voorish Sign; others as the Keeper requires.

Photo: Unknown - Courtesy of US Archives and National Records Administration - An Air Transport Command plane flies over the pyramids in Egypt. Loaded with urgent war supplies and materials, this plane is one of a fleet flying shipments from the U.S. across the Atlantic and the continent of Africa to strategic battle zones. 1943 - Public Domain image.

Sav

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d6.

Skills: Driving d6, Fighting d6, Investigation d8, Knowledge (Arabic) d6, Knowledge (Archaeology) d8, Knowledge (Demolitions) d6, Knowledge (English) d8, Knowledge (Espionage) d6, Knowledge (Folklore) d8, Knowledge (Hieroglyphics) d4, Knowledge (History) d8, Knowledge (Mythos) d4, Knowledge (Occult) d6, Knowledge (psychology) d6, Notice d6, Persuasion d4, Repair d6, Riding d4, Survival d4.

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity**; 5.

Hindrances: Curious, Fanatic, Habit (Tobacco).

Edges: Attractive, Brave.

Gear: *Webley .38/200 Service Revolver* (2d6+1, 12/24/48, Shots 6, Revolver).

Special Abilities

- **Spells:** The European Archaeologist knows the *voorish sign* spell, and may know others as the Keeper requires.

FRENCH RESISTANCE / FREE FRENCH FIGHTER

Having spent years seeking out the most dangerous colonial duties, this burly Frenchman has been driven nearly mad by the fact he was unable to take part in the defence of his beloved home country. He feels that the Fall is evidence that certain among the French military hierarchy were traitorously sympathetic to the Germans, views confirmed by the establishment of the Vichy government. He has thrown in his lot with the Free French and is determined to show that Frenchmen can fight the Bosch.

Square built and deeply tanned, his hair may be thinning but his chin is always bristling. His typical expression is an amused grin; when it fades, something very bad has either happened, or is about to. Having been in North Africa for

some years, he has picked up a smattering of Arabic. He is proletarian, socialist, and anti-monarchist.

As per the Resistance Fighter on pp.254-255 of the *Keeper's Guide*, except:

Language Skills: French (Own) 60%, Arabic 35%,
English 20%.

Weapons: *Pistolet Mitrailleur Erma Modèle* 1935 (Submachine Gun) 65%, damage 1D10, atts 2 or burst, base range 30 yds.

As per the Resistance Fighter on pp.254-255 of the *Keeper's Guide*, except add the following:

Skills: Knowledge (Arabic) d6, Knowledge (English).

Edge: Brawny (Toughness 6).

Gear: *Pistolet Mitrailleur Erma Modèle 1935* (12/24/48, 2d6, Shots 32, RoF 3, AP 1, Auto).

LOCAL THUG

An opportunistic thief who preys on drunken soldiers, a hired thug, guard, or grave robber: this man has been all these things at one time or another, and quite a few more besides. Loose-limbed, pock-marked, and shifty, he is dressed either traditionally or in a cheap suit, and can be hired if the price is right.

STR 14	**DEX** 12	**INT** 8	**CON** 13
SIZ 12	**APP** 9	**POW** 10	**EDU** 10
SAN 50	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Dodge 50%, Hide 35%, Sneak 35%, Throw 30%.

Language Skills: Arabic (Own) 50%, English 20%.

Weapons: *Fist/Punch* 65%, damage 1D3+1D4.

Head Butt 55%, damage 1D4+1D4.

Blackjack (Melee Weapon—Club) 55%, damage 1D8 +1D4, atts 1, base range touch.

Chair Leg (Melee Weapon—Club) 45%, damage 1D8+1D4, atts 1, base range touch.

Knife 55%, damage 1D4+2+1D4, atts 1, base range touch.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8.

Skills: Fighting d8, Knowledge (English) d4, Stealth d6, Throwing d6.

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6; **Sanity** 5.

Hindrances: Mean, Overconfident.

Edges: Block, Brawler.

Gear: *Knife* (Str+d4), *Blackjack* (Str+d4, +2 extra damage when the attacker has the drop), *Chair leg* (Str+d4, -1 attack and parry).

NORTH AFRICAN VILLAGE CHIEFTAN

The tribal leader has his people's interests at heart rather than thoughts of personal gain. Fez-wearing, bearded, portly, and wearing loose clothing, he has enough signs of status (rings, and perhaps even a wristwatch) to mark him out as the man to deal with in this community. In negotiations with outsiders, he seeks to avoid evil consequences whilst gaining as much of an advantage as possible. His knowledge of French or English is not good and he much prefers dealing in Arabic, particularly if the correspondent is worse at Arabic than he is in the relevant colonial language.

STR 12	**DEX** 10	**INT** 13	**CON** 12
SIZ 12	**APP** 12	**POW** 13	**EDU** 14
SAN 63	**Hit Points:** 12		

Damage Bonus: +1D4.

Skills: Bargain 55%, Cthulhu Mythos 02%, Dodge 35%, Fist/Punch 40%, History 50%, Listen 45%, Occult 20%, Persuade 60%, Psychology 45%, Survival (Desert) 75%.

Language Skills: Arabic (Own) 70%, French/English 25%.

Special Rules: He gains +5% in attempts to Persuade an opponent if the attempt is made in Arabic.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d6, Knowledge (History) d8, Knowledge (Occult) d4, Knowledge (Psychology) d6, Notice d6, Persuasion d8, Survival d8.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity** 6.

Hindrances: Loyal, Outsider, Vow (Protect his tribe).

Edges: Connections (Tribe).

Gear: none.

Special Abilities

- **Arabic Guile:** gains +2 on Persuasion rolls that are conducted in Arabic.

SOCIETY MATRON

The wife of an English colonial administrator, the society matron is stout, well dressed, and familiar with the local climate. Sociable and outgoing, she is much more engaging than her dull husband. She "does her bit" by working in a

NAAFI tea room, hosting fundraising dances and concerts, and gracing official functions. Knowledgeable about connections and status, she can either be a willing ally for anyone involved in "hush-hush" operations, or a downright liability through her susceptibility to handsome servicemen.

Cth

STR 10 **DEX** 11 **INT** 13 **CON** 12
SIZ 12 **APP** 13 **POW** 13 **EDU** 16
SAN 65 **Hit Points:** 12

Damage Bonus: none.

Skills: Art (any appropriate) 35%, Bargain 25%, Credit Rating 65%, Fast Talk 45%, First Aid 45%, Listen 55%, Perform (Ballroom Dancing) 35%, Persuade 30%, Psychology 25%, Spot Hidden 45%.

Language Skills: English (Own) 80%, French 45%.

Weapons: Slap 40%, damage 1 Hit Point.

.25 Derringer (Handgun) 25%, damage 1D6, atts 1, base range 3 yds.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Skills: Healing d6, Intimidation d6, Knowledge (French) d6, Knowledge (Psychology) d4, Notice d8, Persuasion d6, Shooting d6.

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 6; **Sanity** 6.

Hindrances: Quirk (Flirty).

Edges: Charismatic, Connections (Husband's friends), Rich.

Gear: *.25 Derringer Pistol* (5/10/20, 2d6+1, Shots 2, AP 1).

TUAREG CHIEFTAIN

One of the nomadic Berber people of North Africa, the chieftain is broad, bear of a man with a black beard and a preference for loose, dark clothing. He speaks a smattering of several languages, but his English is poor. He is conscious of the magnificence of his country and will demonstrate it whenever he can. He is an extremely good shot with a rifle, and an expert camel rider. He keeps to the mountains and rocky ground whenever possible, as he still carries the scars (physical and mental) of an unpleasant encounter with sand dwellers in his youth. A community leader, he is recognised as important even by the secular authorities and they try to keep him under close observation.

Cth

STR 16 **DEX** 12 **INT** 13 **CON** 16
SIZ 15 **APP** 11 **POW** 12 **EDU** 14
SAN 55 **Hit Points:** 16

Damage Bonus: +1D4.

Skills: Bargain 30%, Command 50%, Cthulhu Mythos 5%, Fist/Punch 55%, Grapple 60%, Melee Weapon (Sword) 45%, Navigate 65%, Occult 20%, Persuade 30%, Psychology 20%, Ride Camel 60%, Survival (Desert) 50%, Track 45%.

Language Skills: Arabic (Own) 70%, French 35%, Italian 25%, English 15%.

Weapons: *Lee-Enfield MkIII* (Rifle) 70%, damage 2D6+4, atts ½, base range 110 yds.

Sword (Melee Weapon—Sword) 65%, damage 1D8+1+1D4, atts 1, base range touch.

Sav

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d10, Vigor d10.

Skills: Fighting, d8, Knowledge (English) d4, Knowledge (French) d6, Knowledge (Italian) d4, Knowledge (Mythos) d4, Knowledge (Navigation) d8, Knowledge (Psychology) d4, Persuasion d6, Riding d8, Shooting d8, Survival d8, Tracking d6.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 8; **Sanity** 10.

Hindrances: Outsider, Quirk (Prefers to travel over rocky ground), Vow (Protect the tribe).

Edges: Born in the Saddle, Brawny, Command, Marksman, Mythos Exposure, Noble.

Gear: *Sword* (Str+d8), *Lee Enfield Mk.III Rifle* (2d8, 24/48/96, Shots 10, AP 1, Snapfire).

WESTERNISED ARABIC WOMAN

The youngest daughter of an upper middle class family, this young woman is well-educated and keen to be able to earn money for herself. Now that her father is dead, her eldest brother is nominally head of the household but he is far too busy with his own family and business to keep track of her. Slender, elegant, and a graceful mover, she can become

Culture Clash

In many cases, because of the cultural differences between European and North African society, it is very difficult for meaningful interaction to occur with indigenous women. In city locations, however, more independent, "Westernised" women can be found. Female investigators may find attitudes towards them challenging, and male investigators expressing any kind of interest in a local woman might soon find themselves in difficulties.

almost anonymous in traditional costume or dress to make an impression. She is currently toying with the idea of becoming a translator, a secretary, an entertainer, or even journalist or spy. Regardless, she will know when the right opportunity presents itself.

Cth

STR 11	**DEX** 13	**INT** 14	**CON** 11
SIZ 11	**APP** 17	**POW** 13	**EDU** 13
SAN 65	**Hit Points:** 11		

Damage Bonus: none.

Skills: Disguise 35%, Fast Talk 40%, Hide 30%, Listen 50%, Perform (Ballroom Dancing) 75%, Perform (Traditional Dancing) 75%, Persuade 30%, Psychology 20%, Spot Hidden 55%.

Language Skills: Arabic (Own) 65%, English 45%.

Weapons: *Kick* 40%, 1D6.

Beretta M1934 (Handgun) 70%, damage 1D10, atts 2, base range 15 yds.

Sav

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d6, Knowledge (English) d6, Knowledge (Psychology) d4, Notice d8, Persuasion d6, Shooting d8, Stealth d6 .

Charisma: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity** 6.

Hindrances: Arrogant, Curious.

Edges: Acrobat, Marksman, Very Attractive.

Gear: *Beretta M1934 Pistol* (12/24/48, 2d6, Shots 7, AP 1, Semi-Auto).

THE MILITARY SUPPORTING CAST

France

France starts World War Two with colonies in Algeria and French Somaliland, protectorates in Morocco and Tunisia, and mandates in Lebanon and Syria. Significant amount of troops and equipment are moved from the North African and Levant territories to help defend France, meaning that the equipment left behind is mostly obsolete. On the Third Republic's surrender in June, 1940, France's possessions side with the subsequent Vichy French regime rather than the Free French movement.

The British eliminate the threat of the French Mediterranean fleet by sinking it whilst it is moored at anchor at Mers-el-Kébir, Algeria on 3rd July, 1940. This action does not endear the British to the Vichy French or the Free French. Britain continues to take similar actions during the North African campaign in order to reduce the threat to its operations posed by the Vichy administration.

Game statistics for French infantry and Free French forces can be found on pp.47-48 of *Achtung! Cthulhu: the Keeper's Guide to the Secret War*.

FRENCH FOREIGN LEGION SOLDIER

Maybe he came out here to forget, or maybe he is on the run from something dark in his past (or, perhaps, those two reasons are really one and the same). Whatever, he has carved a solid career for himself out here in the middle of nowhere. Although no dyed-in-the-wool patriot, as one of the few actual Frenchmen serving in the Legion, his loyalties are torn by what he sees happening in France and all around him, and he knows the time is coming when he will need to decide which side of the fence he is on.

Cth

STR 16	**DEX** 14	**INT** 15	**CON** 15
SIZ 13	**APP** 12	**POW** 11	**EDU** 15
SAN 55	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Command 35%, Climb 25%, Fieldcraft 50%, First Aid 35%, Folklore (Legion) 30%, Handgun 45%, Military Doctrine 55%, Persuade 30%, Ride Horse 40%, Scrounge 35%, Spot Hidden 40%, Submachine Gun 50%, Survival (Desert) 65%, Tactics 45%.

Language Skills: French (Own) 75%, Arabic 30%.

Weapons: *MAS Modèle* 1936 (Rifle) 55%, damage 2D6+4, atts 1/2, base range 110 yds.

Sav

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d8.

Skills: Climbing d4, Fighting d6, Healing d6, Knowledge (Arabic) d6, Notice d8, Persuasion d6, Riding d6, Shooting d6, Stealth d8, Survival d8.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Sanity** 5; **Toughness:** 6.

Hindrances: Wanted, Vow (The Legion).

Edges: Combat Reflexes.

Gear: *MAS Modèle 1936 Rifle* (12/24/48, 2d8, Shots 5, AP 1, Snapfire).

VICHY FRENCH OFFICER

Tall and moustachioed, well turned out and extremely precise in his movements, this career officer follows the creed "My country, right or wrong" as if it were a religion. He despises the Germans, but his honour and self-worth depend on making the Vichy regime work. He is something of a martinet, expecting his subordinates to be as conscientious as he

is. While he has made some effort to understand North African colonial society, he has only done so in order to better control it for his nation.

Cth

STR 13	**DEX** 15	**INT** 14	**CON** 12
SIZ 14	**APP** 11	**POW** 12	**EDU** 16
SAN 60	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Command 35%, Climb 25%, Fieldcraft 50%, First Aid 35%, Military Doctrine 55%, Persuade 30%, Spot Hidden 40%, Tactics 45%.

Language Skills: French (Own) 80%, Arabic 30%.

Weapons: MAB *Modèle* D (Handgun) 55%, damage 1D8, atts 3, base range 15 yds.

MAS Modèle 1936 (Rifle) 45%, damage 2D6+4, atts ½, base range 110 yds.

SAV

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d6.

Skills: Climbing d4, Fighting d6, Healing d6, Knowledge (Arabic) d6, Notice d8, Persuasion d6, Shooting d8, Stealth d8.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity** 5.

Hindrances: Code Of Honour, Vow (France).

Edges: Attractive, Command.

Gear: *MAS Modèle 1936 Rifle* (12/24/48, 2d8, Shots 5, AP 1, Snapfire), *MAB Modèle D Pistol* (12/24/48, 2d6+1, Shots 9, Semi-Auto).

Germany

DEUTSCHES AFRIKA KORPS

The *Deutsches Afrikakorps* (DAK) is hastily assembled in three months and sent to North Africa to extricate Mussolini from an unbecoming defeat at the hands of the British in Operation Compass. Forces begin arriving in Tripoli in March 1941; Rommel has his tanks drive around the port in order to make his forces look larger than they actually are.

Throughout the two year North African campaign, the command structure and name of the DAK fluctuates as Italian armies are included and an extra Army is added in 1942. At its heart are two *Panzer* Divisions, with additional artillery, light, and special forces divisions (such as *Fallschirmjäger* and Brandenburg units like *Sonderverband* 288; p.124). One regiment, the 361st, consists of German ex-Foreign Legionnaires who are repatriated after France capitulates, and in late 1942, the 5th *Panzer* Army is created in Tunisia under the command of General von Arnim.

From the start of the campaign, the German troops quickly gain a reputation for Teutonic efficiency which is greatly enhanced by Rommel's successes. Although it is widely believed that the desert war is a "clean" or "chivalrous" conflict away from the corrupting influence of the SS, events on the battlefield prove that the German troops are ruthlessly efficient at killing their enemy, and never fail to use the slightest advantage. It is only away from the frontline that (perhaps) any chivalry might be found.

All of the German army NPCs from *Achtung! Cthulhu: the Keeper's Guide to the Secret War* pp.32-38 (with the exception of the *Gebirgsjäger*) can be found serving with the DAK, with the following modifications:

David Freiherr von Zelazko had learnt the hard way to exercise great caution when entering supposedly "uninhabited" caves...

Regular troops: Other Language (Arabic) or Other Language (Persian) 15%, Survival (Desert) 40%.

Special forces: Other Language (Arabic) or Other Language (Persian) 15%, Survival (Desert) 60%. Additionally, after the battle of El Alamein, they gain +5% to Fieldcraft, First Aid, and Spot Hidden, to represent their escape back to the Axis lines.

All of the German Army NPCs from *Achtung! Cthulhu: the Keeper's Guide to the Secret War* pp.32-38 (with the exception of the *Gebirgsjäger*) can be found serving with the DAK, with the following modifications:

Skills: Knowledge (Arabic) d4, Knowledge (Persian) d4, Survival d8. Additionally, after the battle of El Alamein, they increase Healing, Notice, and Stealth by one step, to represent their escape back to the Axis lines.

The German troops gain a reputation for Teutonic efficiency which is greatly enhanced by Rommel's successes.

PANZER COMMANDER

STR 11 **DEX** 14 **INT** 14 **CON** 13
SIZ 11 **APP** 12 **POW** 13 **EDU** 14
SAN 65 **Hit Points:** 12

Damage Bonus: none.

Skills: Artillery 45%, Command 50%, Dodge 60%, Drive Tracked 50%, Fieldcraft 45%, First Aid 60%, Jury Rig 35%, Listen 55%, Mechanical Repair 40%, Radio Operator 40%, Spot Hidden 40%, Tactics 45%.

Language Skills: German (Own) 70%, Arabic/Persian 30%.

Weapons: *P08 Luger Pistol* (Handgun) 60%, damage 1D10, atts 2, base range 15 yds.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Skills: Driving d8, Fighting d6, Healing d6, Knowledge (Arabic) d6, Knowledge (Communications) d6, Knowledge (Persian) d6, Notice d6, Repair d6, Shooting d6, Stealth d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Sanity** 6; **Toughness:** 6.

Hindrances: none.

Edges: Bullseye, Command, Mechanical Aptitude.

Gear: *Luger P08 Pistol* (2d6-1, 12/24/48, Shots 7, Semi-Auto.

SONDERVERBÄNDE *287 & 288*

Formed from Brandenburg Regiment troops, *Sonderverband* (Sv) 287 supports the Iraqi revolt of April-May, 1941, while Sv.288 sees action in January and June, 1942, fighting at Bir Hakeim, with others serving as a special reconnaissance unit during May-October 1942. Both outfits are considered sufficiently useful to keep around when Rommel captures Egypt and invades the rest of the Middle East.

While many of Sv.287's troops end up in the Balkans on anti-partisan duties after helping to recruit pro-Axis Arab forces, part of Sv.288 withdraws to Tunisia in late 1942, where it combines with *Sonderkommando* Dora (p.29) into a single unit named *Abteilung von Koenen*, in January, 1943. This combined force then carries out a series of raids behind enemy lines in early 1943, blowing up bridges and disrupting lines of communications. After the fall of Tunisia in May, 1943, *Abteilung von Koenen* troops avoid capture by Allied forces by commandeering boats and escaping to Sicily.

Use the Brandenburger NPC from *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.37 for members of *Sonderverbände* 287 and 288, changing the language skills to Arabic and Persian, and adding Survival (Desert) 60%.

Use the Brandenburger NPC from *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.37 for members of *Sonderverbände* 287 and 288, changing the language skills to Arabic and Persian, and adding Survival d8.

SONDERKOMMANDO *DORA*

Sonderkommando Dora is sent to North Africa by the *Abwehr* in January, 1941 to support *Unternehmen* (Operation) Dora, a deep-desert reconnaissance mission to find routes around the Great Sand Sea and into Egypt. The first party consists of scientific personnel. A second party of Brandenburg Regiment troops arrive in January, 1942, tasked with the protection of the scientific staff; they are exclusively equipped with British trucks, armoured cars, and cannon captured at Tobruk.

Operating out of El-Gatrun, south of Murzuk, *Sonderkommando* Dora sets up a small airfield and operates captured Allied aircraft (most notably a Spitfire) in reconnaissance roles, or as air-support if contact with Allied forces is expected. The unit carries out three expeditions to Algeria, the Tummo Pass in Niger, and the Tibesti Mountains in Chad.

After Rommel's defeat at El-Alamein, *Sonderkommando* Dora is recalled to Tripoli, where it links up with other Brandenburgers, and is regrouped as the *Abteilung von Koenen*.

Cth Use the Brandenburger NPC from the *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.37 for *Sonderkommando* Dora NPCs, changing the language skills to Arabic and French, and adding Survival (Desert) 60%.

Sav Use the Brandenburger NPC from the *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.37 for *Sonderkommando* Dora NPCs, changing the language skills to Arabic and French, and adding Survival d8.

SD-EINSATZKOMMANDO TUNIS

The *Einsatzkommando Tunis* is created in July 1942 after Rommel's victory at Tobruk and the anticipated fall of Egypt. Commanded by *Obersturmbannführer* Walter Rauff, it is ordered to implement "executive measures on the civilian population" of Egypt and, subsequently, Palestine in the event of Axis victory in North Africa. "Executive measures" is the Nazi euphemism for mass murder, and Rauff is the man who invented the mobile gas van used by SS death squads in Eastern Europe.

The *Einsatzkommando* finally deploy to Tunis in late 1942 with 100 personnel, and start a persecution campaign against Tunisia's Jews, 2500 of whom die in slave labour camps. It is also thought that the *Einsatzkommando* steal at least forty-three tons of gold (amongst other valuables) from the Tunisian Jews. *SD-Einsatzkommando Tunis* is withdrawn to Naples four days before the Axis surrender in May, 1943.

Follow the advice for the *Einsatzgruppe* NPC in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.37 for NPCs from *SD-Einsatzkommando Tunis*.

Italy

In 1931, Italy ends a twenty-year campaign of pacifying the Senussi tribes and, by 1936, has also successfully conquered Abyssinia, adding it to its other East African possessions: Italian Eritrea and Italian Somaliland (see Chapter 2).

Italy starts World War Two with nearly 300,000 troops, 600 tanks, 1,600 artillery pieces, and 230 aircraft in Libya, and 250,000 troops in Italian East Africa. This vastly outnumbers the opposing British forces in the region. Italian troops are well equipped by Spanish Civil War standards, and are experienced, but only against tribal opposition; the Italian armed forces have not faced a modern European enemy since 1918.

Mussolini declares war on Great Britain in June, 1940, and, after some border skirmishes, invades Egypt on 13th September, 1940. Mussolini expects Britain to capitulate after France's defeat, and is confident of a quick Egyptian victory and a place at the victors' table when Britain discusses surrender terms with the Axis powers. He is most surprised when things do not go quite to plan…

ALPINI

The *Alpini* are the elite mountain troops of the Italian Army, trained in mountain warfare and masters of artillery. They wear a distinctive feathered cap, and carry a larger than normal water canteen than other Italian troops. *Alpini* regiments have fought in Eritrea since 1888; however, at the time of World War Two, only one battalion of *Alpini* are present in theatre, the "*Uork Amba*" (Gold Mountain) battalion from the 5th *Alpini* Division "Pusteria", named after the victory in the Eritrean War in 1935. This battalion takes part in the defence of Eritrea in 1941, and most of its 1000-odd troops are captured at the fall of Massawa in April, 1941.

Cth

STR 13	**DEX** 12	**INT** 13	**CON** 14
SIZ 14	**APP** 12	**POW** 12	**EDU** 11
SAN 60	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Climb 65%, Close Combat 45%, Dodge 40%, Fieldcraft 60%, First Aid 40%, Heavy Weapons 30%, Listen 40%, Ski 45%, Spot Hidden 40%, Survival (Mountains) 50%, Throw 45%, Track 25%.

Language Skills: Italian (Own) 55%, Arabic 15%.

Weapons: *Modello 1891 Rifle* (Rifle) 55%, damage 2D6+1, atts 1/2, base range 90 yds.

Beretta Modello 38A (Submachine Gun) 45%, damage 1D10, atts 2 or burst, base range 20 yds.

Special Rules: *Uork Amba Alpini* can have Survival (Desert) instead of Survival (Mountains).

Sav **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8.

Skills: Climbing d8, Fighting d8, Healing d6, Knowledge (Arabic) d4, Notice d8, Stealth d8, Survival d8, Throwing d6, Tracking d4.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity** 5.

Hindrances: none.

Edges: Combat Reflexes, Marksman, Rock And Roll.

Gear: *Modello 1891 Rifle* (20/40/80, 2d8-1, Shots 6, AP 1, Semi-Auto), *Beretta Modello 38 Submachine Gun* (12/24/48, 2d6+1, RoF 3, Shots 30, AP 1, Auto).

ASKARI

Italy recruits native troops from Libya, Eritrea, Italian Somaliland, and Ethiopia. These troops are divided into three groups: infantry; *meharisti* (camel cavalry), *savaris* (regular cavalry), and *spahis* (irregular cavalry); and *gruppi Saharian*i (motorised desert infantry). In Libyan and East African units, a significant proportion of the NCOs and officers are native rather than European.

Table 4: Comparative Ranks for Axis & Allied Forces

The following table provides a simplified overview of the ranks employed within the various arms of the German and Italian military, along with their comparative ranks in Allied formations. Some ranks do not have direct equivalents in other services, or their direct equivalent could not be confirmed (—), but all are shown in order of seniority.

ENLISTED MEN (LAND)

***Regio Esercito* (Royal Italian Army)**	***Heer* (Army)**	***Waffen-SS***	**Allied Equivalent (UK/US)**
Soldato	*Grenadier*	*SS-Schütze*	Private
—	—	*SS-Oberschütze*	—
—	*Obergrenadier*	—	—

NON-COMMISSIONED OFFICERS (LAND)

***Regio Esercito* (Royal Italian Army)**	***Heer* (Army)**	***Waffen-SS***	**Allied Equivalent (UK/US)**
—	*Obergefreiter*	*SS-Rottenführer*	Corporal
Caporale	*Unteroffizier*	*SS-Unterscharführer*	Corporal
—	*Unterfeldwebel*	*SS-Scharführer*	—/Sergeant
Sergente Maggiore	*Feldwebel*	*SS-Oberscharführer*	Sergeant/Staff Sergeant
—	*Oberfeldwebel*	*SS-Hauptscharführer*	Sergeant Major
Maresciallo Maggiore	*Stabsfeldwebel*	*SS-Sturmscharführer*	Warrant Officer

OFFICERS (LAND)

***Regio Esercito* (Royal Italian Army)**	***Heer* (Army)**	***Waffen-SS***	**Allied Equivalent (UK/US)**
Tenente	*Leutnant*	*SS-Untersturmführer*	Second Lieutenant
Primo Tenente	*Oberleutnant*	*SS-Obersturmführer*	Lieutenant/First Lieutenant
Capitano	*Hauptmann*	*SS-Hauptsturmführer*	Captain
Maggiore	*Major*	*SS-Sturmbannführer*	Major
Tenente Colonnello	*Oberstleutnant*	*SS-Obersturmbannführer*	Lieutenant Colonel
Colonnello	*Oberst*	*SS-Standartenführer*	Colonel
—	—	*SS-Oberführer*	—
Generale di Brigata	*Generalmajor*	*SS-Brigadeführer*	Brigadier/Brigadier General
Generale di Divisione	*Generalleutnant*	*SS-Gruppenführer*	Major General
Generale di Corpo d'Armata	*General*	*SS-Obergruppenführer*	Lieutenant General
Generale d'Armata	*Generaloberst*	*SS-Oberstgruppenführer*	General
Maresciallo d'Italia	*Generalfeldmarschall*	*Reichsführer-SS*	Field Marshal/General of the Army

ENLISTED MEN (SEA)

Règia Marina	***Kriegsmarine***	**Allied Equivalent (Royal Navy/US Navy)**
Marinaio comune di 3a classe	*Matrosengefreiter*	Ordinary Seaman/Seaman Recruit
Marinaio comune di 2a classe	*Matrosenobergefreiter*	Able Seaman/Seaman Apprentice

NON-COMMISSIONED OFFICERS (SEA)

Règia Marina	***Kriegsmarine***	**Allied Equivalent (Royal Navy/US Navy)**
Sottocapo	*Maat*	Petty Officer (Junior)
Secondo Capo	*Obermaat*	Petty Officer
Capo di 3a classe	*Bootsmann*	Petty Officer
Capo di 2a classe	*Hauptbootsmann*	Chief Petty Officer
Capo di 1a classe	*Oberstabsbootmann*	Warrant Officer

OFFICERS (SEA)

Règia Marina	*Kriegsmarine*	Allied Equivalent (Royal Navy/US Navy)
—	*Seekadett*	Officer Cadet/Midshipman
—	*Fähnrich zur See*	Naval Cadet/—
Guardiamarina	*Oberfähnrich zur See*	Midshipman
—	*Leutnant zur See*	Sub-Lieutenant/Ensign
Tenente di Vascello	*Kapitänleutnant*	Lieutenant
Capitano di Corvetta	*Korvettenkapitän*	Lieutenant-Commander
Capitano di Fregata	*Fregattenkapitän*	Commander
Capitano di Vascello	*Kapitän zur See*	Captain
Contrammiraglio	*Konteradmiral*	Commodore
Ammiraglio di Divisione	*Vizeadmiral*	Rear Admiral
Ammiraglio di Squadra	*Admiral*	Vice Admiral
Ammiraglio d'Armata	*Generaladmiral*	Admiral
Grande Ammiraglio	*Grossadmiral*	Admiral of the Fleet/Fleet Admiral

ENLISTED MEN (AIR)

Règia Aeronautica	*Luftwaffe*	Allied Equivalent (RAF/USAAF)
Aviere	*Flieger*	Aircraftman 2nd Class/Private
—	*Obergefreiter*	Aircraftman 1st Class/Private 1st Class
—	*Hauptgefreiter*	Leading Aircraftman/—

NON-COMMISSIONED OFFICERS (AIR)

Règia Aeronautica	*Luftwaffe*	Allied Equivalent (RAF/USAAF)
Aviere scelto	*Unteroffizier*	Corporal
—	*Unterfeldwebel*	Sergeant/Staff Sergeant
Sergente	*Feldwebel*	Sergeant/Technical Sergeant
Sergente Maggiore	*Oberfeldwebel*	Warrant Officer/Master Sergeant
Aiutante di Battaglia	*Stabsfeldwebel*	Warrant Officer

OFFICERS (AIR)

Règia Aeronautica	*Luftwaffe*	Allied Equivalent (RAF/USAAF)
Tenente	*Leutnant*	Pilot Officer/Second Lieutenant
Primo Tenente	*Oberleutnant*	Flying Officer/First Lieutenant
Capitano	*Hauptmann*	Flight Lieutenant/Captain
Maggiore	*Major*	Squadron Leader/Major
Tenente Colonnello	*Oberstleutnant*	Wing Commander/Lieutenant Colonel
Colonnello	*Oberst*	Group Captain/Colonel
Generale di Brigata Aerea	*Generalmajor*	Air Commodore/Brigadier
Generale di Divisione Aerea	*Generalleutnant*	Air Vice Marshal/Major General
Generale di Squadra Aerea	*General der Flieger**	Air Marshal/Lieutenant General
Generale d'Armata Aerea	*Generaloberst*	Air Chief Marshal/General

*This rank varies depending on the branch of the *Luftwaffe* the officer belongs to, such as *General der Fallschirmtruppe* (airborne troops), General der Flakartillerie (Air Defence).

Cth **STR** 13 **DEX** 15 **INT** 11 **CON** 15
SIZ 13 **APP** 12 **POW** 10 **EDU** 11
SAN 50 **Hit Points:** 14

Damage Bonus: +1D4.

Skills: Close Combat 35%, Dodge 40%, Fieldcraft 50%, Folklore 15%, Heavy Weapons 30%, Listen 40%, Melee Weapon (Sword) 40%, Ride 40%, Spot Hidden 40%, Survival (Desert) 45%, Throw 35%, Track 35%.

Language Skills: Arabic (Own) 55%, Italian 35%.

Weapons: *M91 Carbine* (Rifle) 55%, damage 2D6+1, atts 1/2, base range 90 yds.

Cavalry Sabre (Melee Weapon—Sword) 55%, damage 1D8+1+1D4, atts 1, base range touch.

Sav **Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Fighting d8, Knowledge (Italian) d6, Notice d6, Riding d8, Shooting d8, Survival d6, Throwing d6, Tracking d6.

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6; **Sanity** 5.

Hindrances: Outsider.

Edges: Block, Steady Hands.

Gear: *Cavalry Sabre* (Str+d6), *M91 Carbine* (15/30/60, 2d6-1, Shots 6, AP 1, Semi-Auto).

COMPAGNIE AUTO-AVIO SAHARIANE

The Auto-Saharan Companies are the Italian equivalent of the LRDG. The companies predate the LRDG, having been formed in the late 1930s to patrol Italy's vast desert territory in Libya. The companies are mixed units, with experienced Italian and Libyan troops serving together.

There are five companies operating between 1940 and 1943, based out of Kufra. Each company consists of approximately 100 officers and other ranks, fielding approximately twenty vehicles of various types. The companies are supported by bombers and reconnaissance aircraft.

The Auto-Saharan companies are supposed to counter the LRDG and SAS patrols, but actual encounters are uncommon. Rather than pursuing enemy attackers after a raid (which occurs early in the campaign), tactics develop to include constant patrolling between bases and forts, in order to catch incursions before they reach their targets. The Auto-Saharans expect to come out well in any encounter as their vehicles are heavily armed with machine guns and cannon.

In addition to deep-desert patrols and raider pursuit, the Auto-Saharan Companies also provide short range scouting services and convoy escorts to the Italian and German armies.

Cth **STR** 14 **DEX** 16 **INT** 13 **CON** 16
SIZ 14 **APP** 12 **POW** 12 **EDU** 11
SAN 60 **Hit Points:** 15

Damage Bonus: +1D4.

Skills: Close Combat 55%, Dodge 45%, Drive Automobile 55%, Fieldcraft 50%, First Aid 45%, Heavy Weapons 45%, Listen 40%, Radio Operator 40%, Spot Hidden 50%, Survival (Desert) 60%, Throw 55%, Track 55%.

Language Skills: Italian (Own) 55%, Arabic 35%.

Weapons: *Modello 1891 Rifle* (Rifle) 55%, damage 2D6+1, atts 1/2, base range 90 yds.

Beretta Modello 38A (Submachine Gun) 45%, damage 1D10, atts 2 or burst, base range 20 yds.

Special Rules: Any member of an Auto-Saharan Company can exchange Drive Automobile for either Drive Tracked or Ride Motorcycle. Additionally, while receiving air support from any Auto-Saharan Company aircraft, Track rolls made against Allied vehicles become *Easy*.

Sav **Attributes:** Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d10.

Skills: Driving d8, Fighting d8, Healing d6, Knowledge (Arabic) d6, Knowledge (Communications) d6, Notice d8, Stealth d8, Survival d8, Throwing d8, Tracking d8.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity** 5.

Hindrances: none.

Edges: Ace, Dodge, Steady Hands, Woodsman.

Gear: *Modello 1891 Rifle* (20/40/80, 2d8-1, Shots 6, AP 1, Semi-Auto), *Beretta Modello 38 Submachine Gun* (12/24/48, 2d6+1, RoF 3, Shots 30, AP 1, Auto).

BERSAGLIERI

The *Bersaglieri* are the Italian Army's elite unit and are, literally, "Sharpshooters". During the North African campaign they continue their role as a rapid reaction force, and are mechanised—units travel by truck or motorbike (usually a Moto Guzzi *Alce*, p.60). The *Bersaglieri* are well trained and well equipped.

Recruits are above average in height, constitution, and education. Training emphasises mobility, toughness, unconventionality, and generosity, and all recruits must qualify as marksmen. Weapons handling, reconnaissance, and tactics are also part of the training. A plume of black grouse feathers is worn on all helmets as a mark of pride, while a blue fez is worn when off duty.

Each *Bersaglieri* regiment consists of two truck battalions and one motorbike battalion, with a regiment attached to an

Italian Army division. Each company is supported by a heavy weapons platoon, consisting of heavy machine guns, mortars, anti-tank guns and rifles, and anti-aircraft guns. Six of the twelve wartime *Bersaglieri* regiments fight in North Africa. Of superior morale to the average Italian soldier, there are numerous incidents where *Bersaglieri* fight to the last bullet and grenade before surrendering or their positions are overrun.

Cth

STR 13 **DEX** 17 **INT** 13 **CON** 14
SIZ 13 **APP** 12 **POW** 12 **EDU** 11
SAN 60 **Hit Points:** 14

Damage Bonus: +1D4.

Skills: Climb 50%, Close Combat 40%, Dodge 40%, Drive Automobile 40%, Fieldcraft 55%, First Aid 45%, Heavy Weapons 30%, Listen 70%, Ride Motorcycle 40%, Spot Hidden 45%, Survival (Desert) 45%, Tactics 25%, Throw 45%, Track 10%.

Language Skills: Italian (Own) 55%, Arabic 25%.

Weapons: *Modello 1891 Rifle* (Rifle) 55%, damage 2D6+1, atts 1/2, base range 90 yds.

Beretta Modello 38A (Submachine Gun) 45%, damage 1D10, atts 2 or burst, base range 20 yds.

Special Rules: When making an attack against an enemy who is unaware of a *Bersaglieri*'s position, the *Bersaglieri* deals +1D3 more damage with his rifle.

Sav

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d8.

Skills: Climbing d8, Driving d6, Fighting d6, Healing d6, Knowledge (Arabic) d4, Notice d8, Stealth d8, Survival d6, Throwing d6, Tracking d4.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity** 5.

Hindrances: none.

Edges: Alertness, Dodge, Marksman**.**

Gear: *Modello 1891 Rifle* (20/40/80, 2d8-1, Shots 6, AP 1, Semi-Auto), *Beretta Modello 38 Submachine Gun* (12/24/48, 2d6+1, RoF 3, Shots 30, AP 1, Auto).

BLACKSHIRTS

Commonly called the *Camicere Nere* (Blackshirts), members of the *Milizia Volontaria per la Sicurezza Nazionale* (MVSN) fight for the Fascist cause in both Spain and Ethiopia. When World War Two begins, Mussolini envisages a fascist Legion attached to each army division, and it is these Blackshirt volunteers who serve alongside the regular forces.

Anyone volunteering to join the Blackshirts signs up for ten years' part-time service after they have completed their compulsory national service. Officers are appointed for political zeal rather than ability, and the legions suffer from a lack of competent officers and NCOs.

Three divisions of Blackshirts are raised and sent to North Africa, where they participate in the invasion of Egypt. Poor organisation, command, tactics, equipment, and the lack of heavy weapons and training mean that all three divisions are destroyed in combat by the start of 1941. The only other Fascist unit of note is the 136th Infantry Division *Giovani Fascisti*, a volunteer Army unit recruited from the Young Fascist University. This unit fights from 1941 to 1943, and is the last Axis unit to surrender to the Allies in May, 1943.

Cth

STR 14 **DEX** 11 **INT** 11 **CON** 14
SIZ 14 **APP** 12 **POW** 10 **EDU** 11
SAN 50 **Hit Points:** 14

Damage Bonus: +1D4.

Skills: Climb 40%, Close Combat 30%, Dodge 25%, Fieldcraft 20%, First Aid 35%, Listen 70%, Spot Hidden 50%, Throw 30%, Track 10%.

Language Skills: Italian (Own) 55%.

Weapons: *Modello 1891 Rifle* (Rifle) 45%, damage 2D6+1, atts 1/2, base range 90 yds.

Beretta Modello 38A (Submachine Gun) 30%, damage 1D10, atts 2 or burst, base range 20 yds.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Climbing d6, Fighting d6, Healing d6, Notice d8, Stealth d4, Throwing d6, Tracking d4.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity** 5.

Hindrances: Fanatic, Mean.

Edges: none.

Gear: *Modello 1891 Rifle* (20/40/80, 2d8-1, Shots 6, AP 1, Semi-Auto), *Beretta Modello 38 Submachine Gun* (12/24/48, 2d6+1, RoF 3, Shots 30, AP 1, Auto).

PARACADUTISTI

Italian airborne operations start shortly before the war, and the first parachute units are raised and trained in Libya from Libyan colonial troops. These are quickly disbanded, and the remnants are captured by the British at the end of 1940. Later, the official Italian parachute training school at Tarquinia near Rome starts producing graduates and, by September, 1941, there are enough troops to create *1a Divisione Paracadutisti Folgore* (1st Parachute Division) Thunderbolt. The division is earmarked for Operation Hercules, the proposed Axis invasion of Malta; however, when the invasion is cancelled in July, 1942, the division is transferred to North Africa despite being under strength.

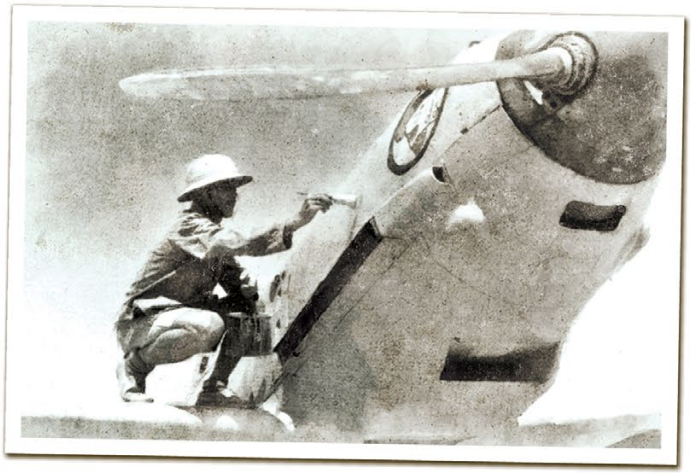


Photo: Moosmüller - *Nordafrika, Gruppe Soldaten auf Fahrzeug*, March, 1941 - Bundesarchiv, Bild 101I-782-0023-09A / Moosmüller / CC-BY-SA

Once in theatre, the *Folgore* division distinguishes itself in combat, gaining a reputation for night patrols and surprise attacks, despite inadequacies in both its weapons and equipment; however, casualties gradually reduce the division to tactical groups.

The *Folgore* division finally meets its end at El Alamein during October-November, 1942. Using improvised Molotov cocktails to stop British tanks, the *Folgore* resist six Allied divisions during October, but they are forced to destroy their heavy equipment and withdraw on foot when their water and ammunition runs out. The remains of the division are captured by the British at Fuka, but 600 men escape and make it back to Italian lines. The *Folgore* Division is disbanded, but revived as the *285° Battaglione Paracadutisti Folgore*.

Cth

STR 15 **DEX** 11 **INT** 14 **CON** 16
SIZ 14 **APP** 12 **POW** 12 **EDU** 11
SAN 60 **Hit Points:** 15

Damage Bonus: +1D4.

Skills: Climb 60%, Close Combat 40%, Dodge 40%, Fieldcraft 55%, First Aid 40%, Heavy Weapons 40%, Listen 45%, Parachute 50%, Spot Hidden 40%, Tactics 25%, Throw 30%, Track 10%.

Language Skills: Italian (Own) 55%.

Weapons: *Modello 1891 Rifle* (Rifle) 55%, damage 2D6+1, atts 1/2, base range 90 yds.

Beretta Modello 38A (Submachine Gun) 45%, damage 1D10, atts 2 or burst, base range 20 yds.

Sav

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d10.

Skills: Climbing d8, Fighting d6, Healing d6, Notice d6, Stealth d6, Throwing d6, Tracking d4.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 ; **Sanity** 5.

Hindrances: none.

Edges: Dodge, Jump Qualified.

Gear: *Modello 1891 Rifle* (20/40/80, 2d8-1, Shots 6, AP 1, Semi-Auto), *Beretta Modello 38 Submachine Gun* (12/24/48, 2d6+1, RoF 3, Shots 30, AP 1, Auto).

POLIZIA DELL' AFRICA ITALIANA

The *Polizia dell' Africa Italian* (PAI) is originally a *Carabinieri*-style colonial police force, created in 1937 to police Italian North and East Africa. Seventeen percent of the PAI's men are stationed in Libya, with the remainder stationed in Italian East Africa. As part of the armed forces, the PAI join the fight when war breaks out.

The PAI is a racially mixed force, 67% of which are highly trained native recruits. PAI units see action at Barce, Benghazi, and Tripoli, and maintain the peace in Italian East Africa when it is captured in 1941.

The iconic PAI trooper rides a Moto Guzzi motorbike, wears a leather jacket and boots, and is armed with a Beretta M38A submachine gun.

Cth

STR 13 **DEX** 13 **INT** 13 **CON** 14
SIZ 14 **APP** 13 **POW** 13 **EDU** 13
SAN 65 **Hit Points:** 14

Damage Bonus: +1D4.

Skills: Close Combat 40%, Dodge 40%, First Aid 40%, Grapple 50%, Law 50%, Listen 45%, Ride Motorcycle 55%, Spot Hidden 50%, Track 10%.

Language Skills: Own (as appropriate) 65%, Arabic 45%, Italian 35%.

Weapons: *Beretta Modello 38A* (Submachine Gun) 35%, damage 1D10, atts 2 or burst, base range 20 yds.

Beretta M35 (Handgun) 55%, damage 1D8, atts 3, base range 15 yds.

The *Folgore* division distinguishes itself in combat, gaining a reputation for night patrols and surprise attacks.

Sav

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Driving d8, Fighting d6, Healing d6, Knowledge (Arabic) d6, Knowledge (Law) d8, Notice d8, Tracking d4.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Sanity** 6; **Toughness:** 6.

Hindrances: none.

Edges: Steady Hands.

Gear: *Beretta Modello 38 Submachine Gun* (12/24/48, 2d6+1, RoF 3, Shots 30, AP 1, Auto), *Beretta M1935 Pistol* (12/24/48, 2d6-1, Shots 8, Semi-Auto).

CHAPTER 12

Adventure Seeds

"For an occurrence to become an adventure, it is necessary and sufficient for one to recount it."
– Jean-Paul Sartre.

THE DEVIL'S CHURCH

Suggested Location: Northern Ethiopia/Abyssinia, late April 1941.

After the liberation of Abyssinia, one problem remains. Some Italian Blackshirt troops are holdouts and have taken to the hills, refusing to surrender. It is proving very difficult to locate and capture them and it is feared that they might form a guerrilla unit. One group, though, has been seen entering fortified caves near Amba Alagi by patriotic Ethiopians. These outlying caves, dug by the Italian Army for the defence of the region, were considered for use as an ammo dump, but a leaking petrol store apparently made it a liability and it was abandoned. It now looks as if this may not be entirely true, and that the Italians always planned for guerrilla operations in the case of their defeat. The caves need investigating and the Blackshirt threat neutralising.

The investigators may be reinforced as the Keeper sees fit and provided with local guides. The location is somewhat north of the rock churches at Lalibela (p.90) and the guide will suggest a stop there on the way for a guided tour. This might seem like an unnecessary distraction, but the guide is genuine in his beliefs (if not forthcoming in why this mission needs prayers).

On reaching the cave (with or without encountering fleeing Italian renegades), the entrance is sandbagged but strangely quiet. Behind the sandbags, the entrance has carved and weathered columns cut into the (admittedly soft) rock. There is a strong smell of refined petroleum wafting out of the caves, but underneath lies a whiff of something far worse. The investigators' guides (or any Ethiopian patriots accompanying the group) will refuse to enter the cave, instead suggesting that the group should collapse the mouth of the cave with explosives to seal up what lies within. This place is the Devil's Church, they say, and was not built by the Italians but excavated by them and their ignorant servants, having been filled with stones many years ago by local people to "keep the evil inside". A local wiseman can be located by the investigators in a day or two, if they wish to confirm the story. He will say much the same thing, only with greater portentousness, while also providing some tantalising historical detail, telling the tale that it was actually outsiders (Turks and Muslims) who blocked up the cave.

If the investigators wish to set foot in the so-called church they are likely to do so without local assistance, or with extremely wary support. The complex is extensive, carved with disturbing motifs that appear to change when light sources move past them. There are also wall carvings that look like doors, but do not open. Moving within the darkened interior proves dangerous as the corridors and chambers are, in many places, still stacked with unstable piles of rock presumably from the previous attempts to block access. Deeper into the complex there does appear to be a cache of arms, but an experienced eye will show that this is a collection of weapons assembled piecemeal, recently fired and empty of ammunition. A *Difficult* Spot Hidden roll [Cth]/Notice (-2) test [Sav] discovers the remains of a jury-rigged flame-thrower, partly responsible for the complex's whiff of petrol.

Exploring the chambers, investigators notice a recurring toad-devil motif typically associated with Tsathoggua (a successful Cthulhu Mythos roll [Cth]/Knowledge (Mythos) test [Sav]). The menace here is a formless spawn, long assigned to protect this place from those unversed in the worship of its master (see p.159 of the ***Call of Cthulhu, Sixth Edition*** rulebook [Cth]/p.227 of *Achtung! Cthulhu: the Keeper's Guide to the Secret War* [Sav]). The corpses of the unfortunate Italians

seeking to use the caves as a base can be found in front of a broken altar to the blasphemous god. Who knows what else the investigators might discover?

THE GLASS LAKE

Captain Richard Whitaker, out on a reconnaissance flight from Kufra airfield (Allied from February, 1941) reports sighting a brightly shining feature on the landscape this is recorded on his map; unfortunately, it lies some 70-100 miles (112-160km) to his west, beyond the limit of his range. Immediate speculation is about a lake or a salt pan, but it is also possible that it could be a fresh water source, which would make the possibility of troops travelling from Free French held regions of Africa considerably more achievable (or could allow Axis forces to wait in ambush, ready to strike at the rear of a British offensive along the coast). Regardless, it is imperative that the area is investigated as soon as possible.

Whether the investigators approach the area by land or air, they will see, settled in a hollow, a vast field of shining yellow glass about 1 mile (1.6km) across. Only tremendous heat can have brought about this incredible landscape, such as the landing of a meteor or even a comet (glass formed this way, and fragments of comet, have been known to turn up in Pharaonic jewellery). The true cause of this particular source of Libyan Desert Glass (p.5) is, however, Mythos-related: a manifestation of Cthugha (***Call of Cthulhu, Sixth Edition***, p.186 [Cth]/*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.217 [Sav]), brought about by a misguided sand dweller sorcerer (who perished in the event) seeking to advance the defences of his race against the encroachment of humanity.

The phenomenon is periodically covered over with desert sand by the wind and hidden from the world. Currently exposed, the site is dangerous in a number of ways. Each man-hour spent on the slippery glass causes an individual to sustain 1D3 Hit Points of damage [Cth]/2d4-1 damage [Sav], from slipping and catching themselves on the uneven façade, or from breaking through a large bubble in the surface. The glass itself, though decorative, appears to have little monetary value, although it might prove to have a variety of unusual properties at the Keeper's discretion.

This is not the major danger to anyone investigating the area, though: the gate opened by the unfortunate sand dweller to Fomalhaut is not properly closed; it sits 50ft (15m) above the approximate centre of the glassy area. While Cthugha himself will not emerge unless directly summoned, fire vampires (***Call of Cthulhu, Sixth Edition***, p.157 [Cth]/*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.226 [Sav]), do still occasionally investigate the field of glass. There is a 5% chance [Cth]/on a king and ace of spades drawn from the Action Deck [Sav] for each hour spent on

The sunlight glinting back from the lake surface gave off an eerie, yellow glow, almost blinding Captain Whitaker as he circled in for a closer look.

the glass that 1D3 fire vampires will emerge. They will not stray more than 1 mile (1.6km) from the gate (in order to avoid becoming trapped on this world), and any other form of life in the area will be of unparalleled interest to them. The alien visitors might be seen advancing (speckles of light and a roiling ball of heat haze) with a successful Spot Hidden roll [Cth]/Notice test [Sav].

With little spare water and no depth of sand on the glassy surface, investigators could well be at something of disadvantage if fire vampires do make an appearance, and the possible sight of their only way out of the area bursting into flame after close alien inspection is certainly worth 0/1D3 SAN [Cth]/Horror (+1) test [Sav] for the investigators, regardless of what happens next…

Only tremendous heat can have brought about this incredible landscape, such as a meteor or comet crash.

DUTY OF CARE

Suggested Location: Cyrenaica, Libya 1941-42.

Whatever McGuffin the Keeper chooses to make the "Care Package" (a person, an item, a tome, or other information source), the investigators' outward travel to the edge of the desert to retrieve it will be swift and effective, as they receive the full cooperation of all airfield and motorised transport depots involved. The journey into the desert, however, is much more taxing, as they begin to experience the difficulties of the terrain and the level of adaptation needed in order to survive. Along the way to their destination, there is plenty of potential for eerie encounters in the desert and run-ins with enemy planes or patrols.

Care Package has failed to arrive. Now 8 hours late at destination. No need to remind you Care Package is vital. Drop everything and start moving. Will courier best guess at last coordinates to you at forward air base.

Besides the hardships of traversing the desert and anything else they might encounter *en route*, there is another surprise in store for the investigators: whatever their objective, they are not the only ones looking for it. Perhaps sand dwellers mistakenly believe that the crashing aeroplane represents an avatar of the god, Cthugha, and seek to set up their own version of a "cargo cult" (although that particular term is not seen in print until 1945) with items found in the wreckage. Another alternative is that Black Sun's *Hexenzirkel*, under the local command of **"The Baron" von Zelazko**, has intercepted the emergency telegram and is keen to discover what the Allies are in such a hurry to recover. The outcome might even be far more mundane: Bedouin tribesmen have rescued any survivors and have taken them to their camp to recover (either to then hand over to any Axis forces in the area, or to the Allies, depending on their own personal allegiances).

If/when the investigators retrieve the Care Package, they must still make it back to their own lines safely, not forgetting to take into account whether their time, petrol, or water is in short supply. Events in the larger frame of the Desert War can also make a difference here; for example, given the rapidly shifting nature of the conflict, is the frontline still where it was when the mission began?

CHAPTER 13

Suggested Resources

"All experience is an arch, to build upon."
- Henry Adams.

There is a vast body of literature and cinema for anybody wishing to research further into the real, and not so real, events of World War Two. Below is a selection of those recommended by our authors, which will hopefully serve to inspire your adventures in the Secret War.

MOVIES & TELEVISION

Casablanca (1942).
A classic tale of love and divided loyalties as an American bar owner in Casablanca struggles to do the right thing.

Five Graves to Cairo (1943).
A tale of espionage and swapped identities as the British attempt to discover the locations of five secret German supply dumps.

Sahara (1943).
An American tank sergeant attached to the 8th Army escapes the Battle of Gazala with a rag-tag crew and leads them into a desert sojourn.

The Desert Fox: The Story of Rommel (1951).
A brief (and not entirely accurate) overview of Rommel's downfall after the end of the North Africa campaign.

The Desert Rats (1953).
A British officer takes command of a troop of green Australian recruits during the siege of Tobruk.

The Black Tent (1956).
A wounded British soldier is sheltered by the Bedouin as he recovers in this slightly odd mix of war movie and desert romance.

Bitter Victory (1957).
Two officers with very different backgrounds clash over love and war during the Western Desert Campaign.

I Was Monty's Double (1958).
Dramatisation of M. E. Clifton James' impersonation of Bernard Montgomery in the run up to D-Day, starring Clifton James himself.

Ice Cold in Alex (1958).
The crew of a British ambulance attempt to drive to safety across the North African desert and the infamous Qattara Depression.

Sea of Sand (1958).
Two men of the Royal Engineers join forces with the Long Range Desert Group to deal with a German fuel dump on the eve of the Battle of El Alamein.

Foxhole in Cairo (1960).
British Intelligence try to root out two German spies who have infiltrated 8th Army HQ in Cairo. Based on Operation Salam, organised by László de Almásy.

The Hill (1965).
British Army troops face punishment at the hands of a sadistic sergeant whilst interred in a "glasshouse" (military detention camp).

Play Dirty (1969).
A civilian BP employee is forced to lead a group of criminals and misfits in a raid against a German fuel dump.

Patton (1970).
Biopic of the controversial American General, starring George C. Scott.

The World at War (1973).
Highly acclaimed television series, containing interviews with many of those who were involved in the war effort in Britain, Germany and America, narrated by Sir Laurence Olivier.

The English Patient (1996).
A fictionalised account of the life of László de Almásy, based on Michael Ondaatje's novel.

Ken Burns' The War (2007).
Documentary series looking at the effect of World War Two on the lives of people from four American cities, civilian and military personnel alike.

The Wedding Song (2008).
Two girls (one Jewish, one Arabic) struggle to maintain their friendship in the face of the German occupation of Tunisia.

BOOKS

Cooper, Artemis.
Cairo in the War 1939-1945.

Harms, Dan.
Cthulhu Mythos Encyclopedia.

Hastings, Max.
All Hell Let Loose: the World at War 1939-1945.

Holt, Thaddeus.
The Deceivers:
Allied Military Deception in the Second World War.

MacKenzie, William.
Secret History of SOE:
Special Operations Executive 1940-1945.

Milligan, Spike.
Adolf Hitler:
My Part in His Downfall (Milligan Memoirs, Vol.1).

Milligan, Spike.
"Rommel?" "Gunner Who?" (Milligan Memoirs, Vol.2).

Milligan, Spike.
Monty, His Part in My Victory (Milligan Memoirs, Vol.3).

Rankin, Nicholas.
Churchill's Wizards:
the British Genius for Deception 1914-1945.

Salmaggi, Cesare.
2194 Days of War.

Smith, Michael.
Britain's Secret War 1939-1945.

Thompson, Julian.
Forgotten Voices: Desert Victory.

Walmsley, Graham.
Stealing Cthulhu.

ROLEPLAYING GAMES

Aniolowski, Scott David. (Chaosium, Inc.)
Malleus Monstrorum: Creatures, Gods & Forbidden Knowledge

DiTillio, Larry, Willis, Lynn, et al. (Chaosium Inc.)
Masks of Nyarthalhotep

Hensley, Shane Lacey. (Pinnacle Entertainment Group)
Savage Worlds Deluxe

Herber, Keith, Dietze, William, et al. (Chaosium, Inc.)
The Keeper's Companion (Volume 1)

Montessa, Mike, Hensley, Shane Lacey et al.
(Pinnacle Entertainment Group) *Weird Wars: Weird War II*

Petersen, Sandy, Willis, Lynn, et al. (Chaosium, Inc.)
Call of Cthulhu, Sixth Edition.

WEBSITES

The *Services Guide to Cairo*:
https://sites.google.com/site/malsserv/cairo
or http://www.warlinks.com/cairo/cairo.shtml

The Libyan Desert History and Exploration website:
http://www.fjexpeditions.com/frameset/history.htm

MUSEUMS & MEMORIALS

Below is a small selection of museums and memorials relevant to the North African Theatre; other museums and memorials are detailed in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*. Contact details and visiting arrangements can be found on the accompanying web pages, where available. All pages are correct at the time of going to press.

Australia & New Zealand

Army Museum of Western Australia, Fremantle, Australia.
http://armymuseumwa.com.au/

Australian War Memorial, Campbell, Australia.
http://www.awm.gov.au/

National Army Museum, Waiorou, New Zealand.
http://www.armymuseum.co.nz/

Rats of Tobruk Memorial, Canberra, Australia.

Canada

Canadian War Museum, Ottawa, Ontario.
http://www.warmuseum.ca/home/

Egypt

El-Alamein War Cemetery, El-Alamein.
http://www.cwgc.org/find-a-cemetery/cemetery/2019000/EL%20ALAMEIN%20WAR%20CEMETERY

El-Alamein War Museum, El-Alamein.
http://en.egypt.travel/attraction/index/el-alamein-war-museum

German War Memorial, nr. El-Alamein.

Italian War Memorial, nr. El-Alamein.

Libya

Commonwealth Tobruk War Memorial, Tobruk.
http://www.cwgc.org/find-a-cemetery/cemetery/2020400/TOBRUK%20WAR%20CEMETERY

German Military Cemetery, Tobruk.

Tunisia

Enfidaville War Cemetery, Enfidaville.
http://www.cwgc.org/find-a-cemetery/cemetery/2008800/ENFIDAVILLE%20WAR%20CEMETERY

Kasserine Pass Memorial, Kasserine.

North Africa American Cemetery, Carthage, Tunis.
http://www.abmc.gov/cemeteries-memorials/africa/north-africa-american-cemetery

United Kingdom

Military Intelligence Museum, Chicksands, Bedfordshire.
http://www.militaryintelligencemuseum.org/

National Memorial Arboretum, Alrewas, Staffordshire.
http://www.thenma.org.uk/

United States

Arlington National Cemetery, Arlington, Virginia.
http://www.arlingtoncemetery.mil/

Museum of World War Two, Natick, Massachusetts.
http://www.museumofworldwarii.com/

National World War II Museum, New Orleans.
http://www.nww2m.com/

"We do not know the true value of our moments until they have undergone the test of memory."
– Georges Duhamel.

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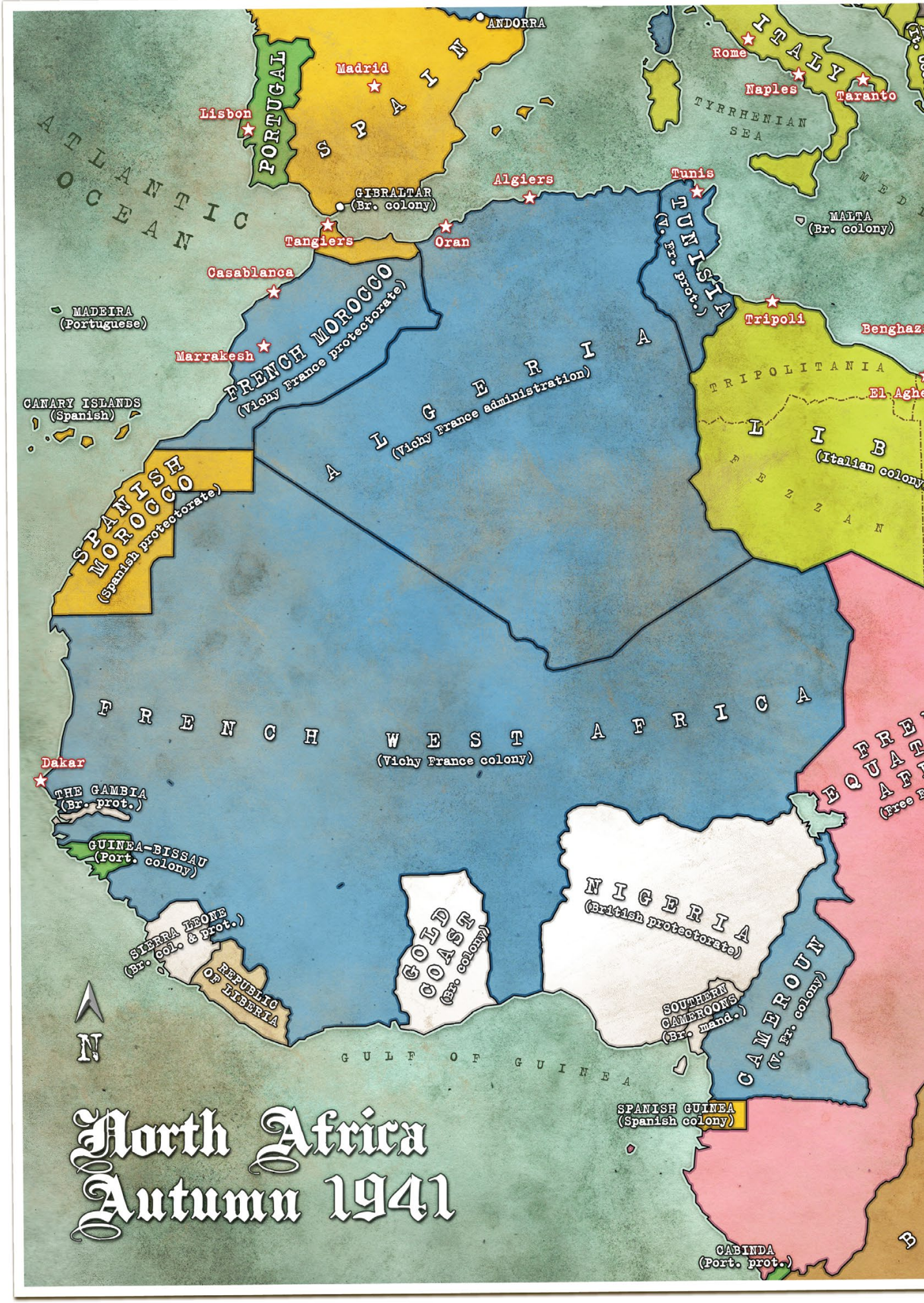

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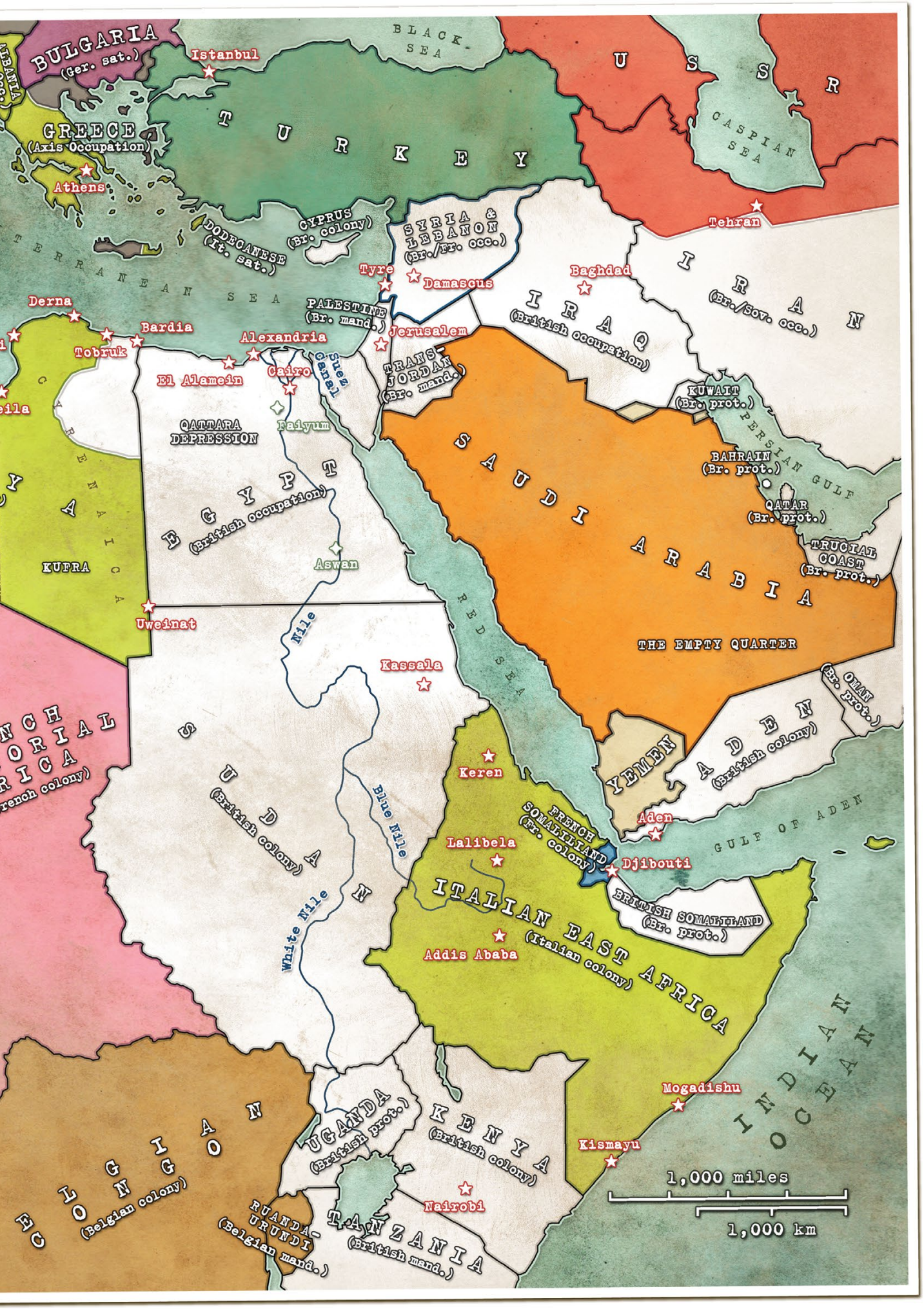
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